August 1989 Number 44 £1.60 With Complete Game

YOUR SINCLAIR

Indiana Jones And The Last Crusade

The First Screens!



HOLY GUANO!

BATMAN'S BACK!!

YS SMASH TAPE

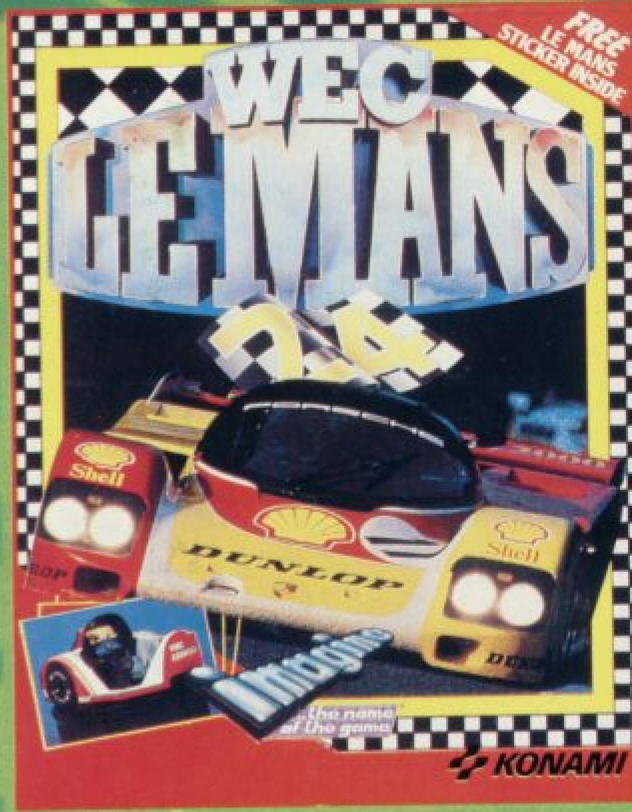
Holy missing smash tape! Whip out your Bat Tape Locator Ray, nip up to the counter and ask the fellow for your goodies. If he refuses he's probably The Joker in disguise and deserves all he gets. Ker-splatt!

Win! Prizes worth over £1,000!!

Stormlord - Pull-out Full Colour Map!

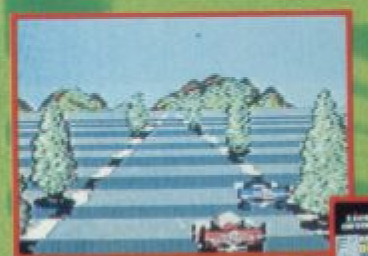
MR HELI, CAPTAIN FIZZ, PASSING SHOT, LONE WOLF, AARGH!, HIGH STEEL, BUFFALO BILL'S RODEO GAMES, ALTERED BEAST

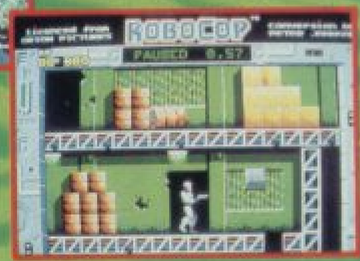
PLAYFUL

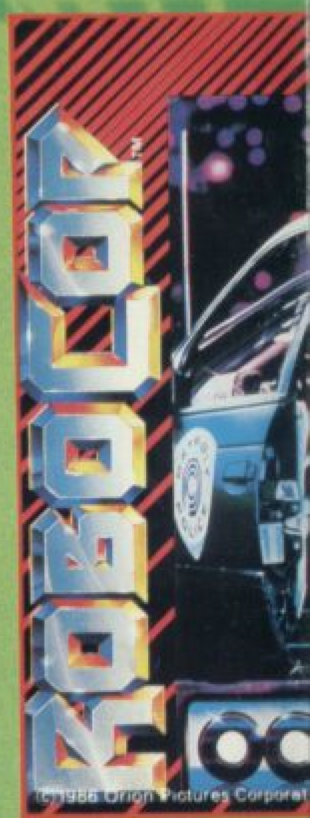


WEC LE MANS
"Wec Le Mans has many things going for it... I reckon it will be the definitive racing conversion for 8-bit machines."
Wec Le Mans is not a game – it is the ultimate driving experience.

ROBO
"This is definit
tie-in to date, a
superb game i
don't n
C+VG GAME C
COMPUTER +



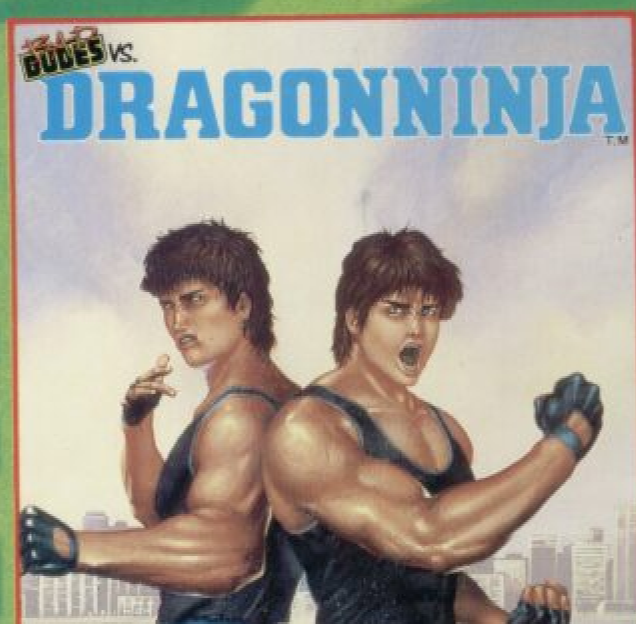




BAD DUDES VS DRAGON NINJA
"A sure winner with the official conversion to the home computer."
COMPUTER GAMESWEEK

"A very enjoyable and addictive game... The best conversion I have seen on the Amstrad."
AMSTRAD ACTION

"There is more than enough action in this one to keep you coming back for more."
ACE





	ATARI ST	AMIGA
BATMAN OPERATION WOLF	19·95	24·95
ROBOCOP DRAGONNINJA	19·99	24·99

OCE

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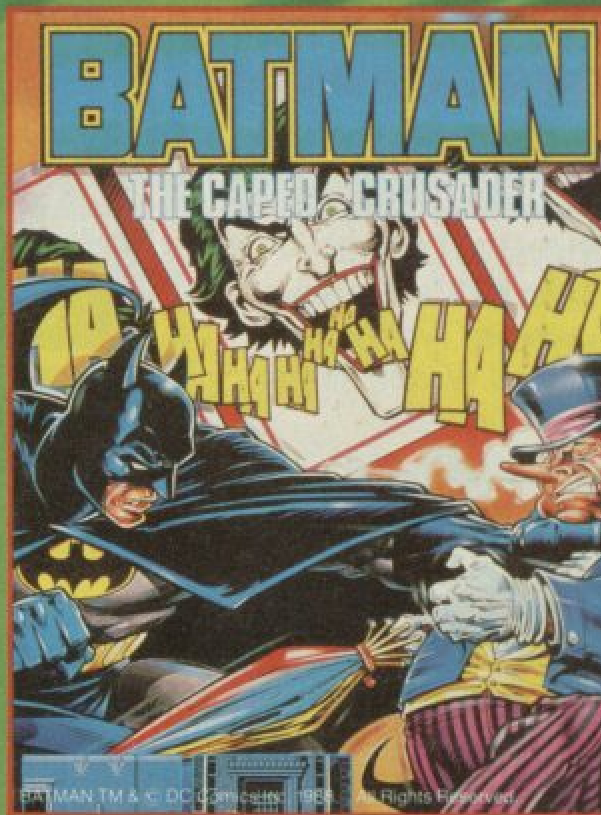
INTELLIGENCE

ᴮᴼCOP
t̶ly the best film
ad is an utterly
i its own right-
ss it."
G THE MONTH
+ VIDEO GAMES

BATMAN
"Incredible presentation... Just the right way to capture the comic book feel."
ZZAP SIZZLER ZZAP 64

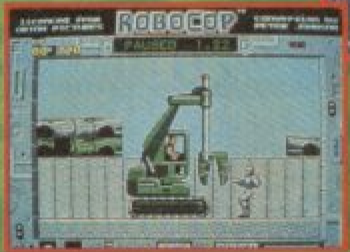
"Batman The Caped Crusader will suit riddlers of all ages."
ACU STAR GAME AMSTRAD COMPUTER USER

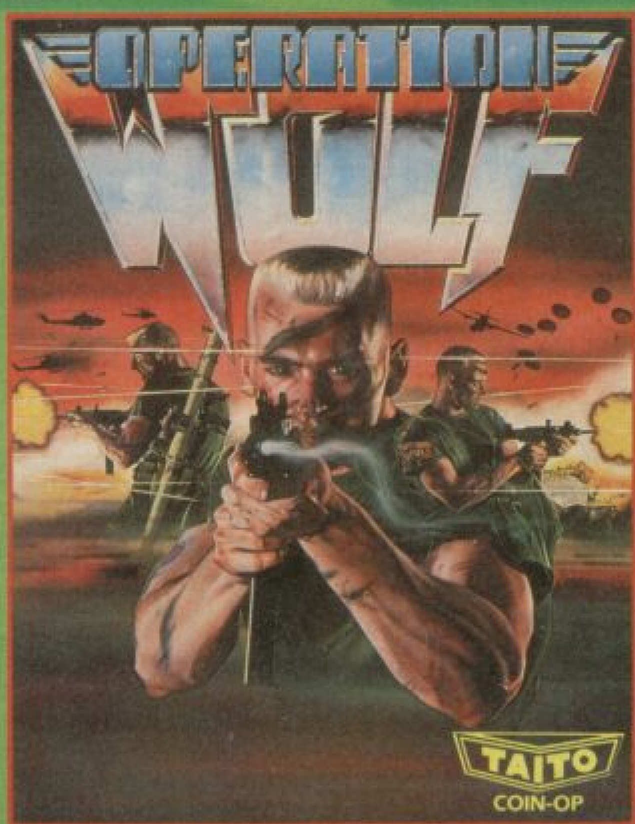
"Ocean have made a fantastic job on Batman and being in two parts you get excellent value for money. Brilliant!"
A CRASH SMASH CRASH











OPERATION WOLF
Voted "Game of the year." The world's No.1 arcade game. "Super-smooth scrolling and excellent graphics... Without doubt this is a first class shoot em up."
A CRASH SMASH CRASH

"Definitely the coin-op of the year... Buy Operation Wolf it's a brilliant conversion."
C+VG GAME OF THE MONTH COMPUTER + VIDEO GAMES



BATMAN
ROBOCOP
WEC LE MANS

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DRAGON NINJA

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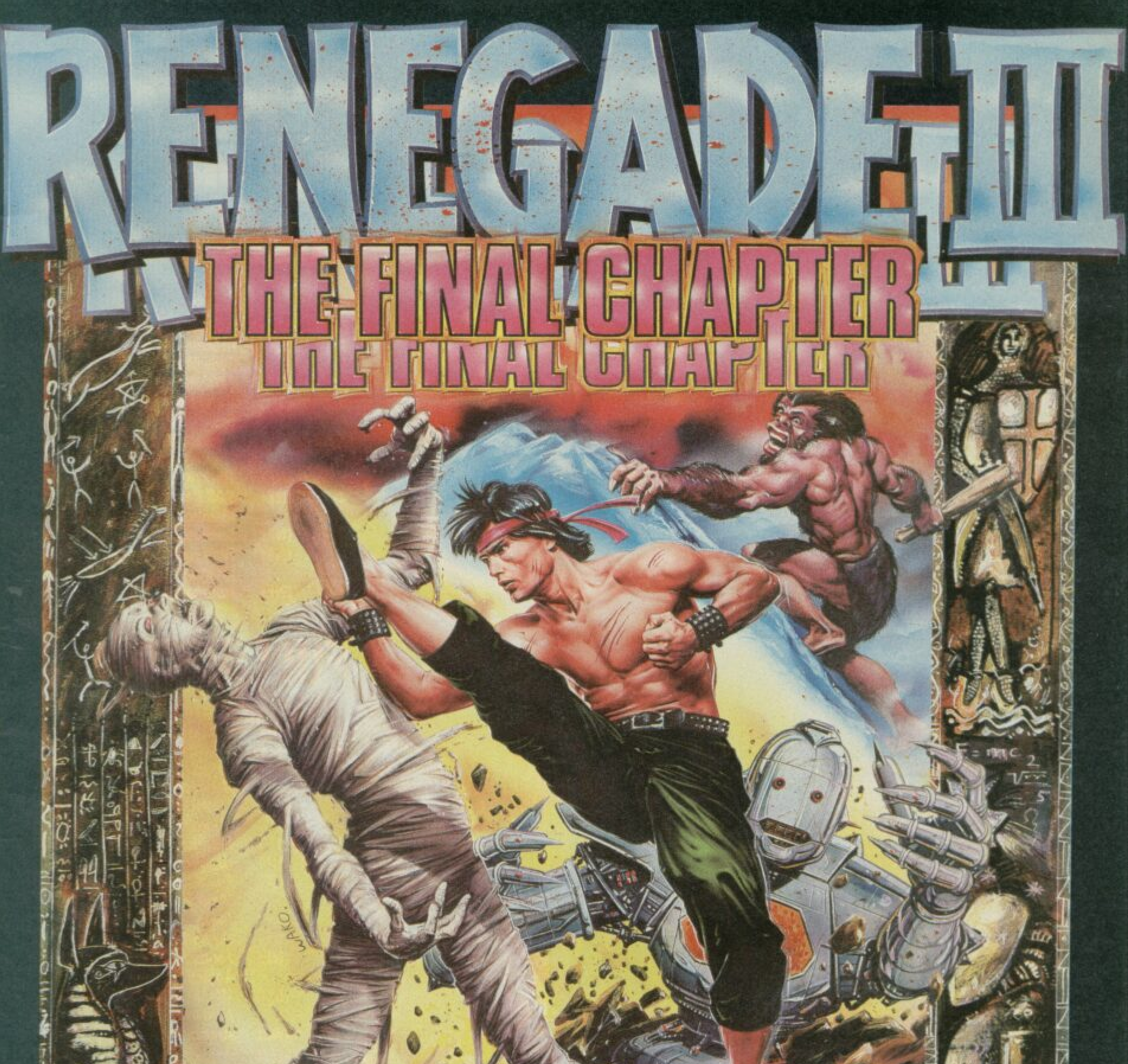
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A Dennis Publication.

Cover Photo – Warner Bros.

Grab the September issue of *YS*, on sale August 16th – as seen on TV's *Ghost Train*!


RENEGADE III
THE FINAL CHAPTER
imagine
...the name of the game

The heat, the heat! Summer's here with a vengeance. Phew wotta scorcher! What can we do? Hey — let's drive to the seaside, with . . .

pssst

ANOTHER EDUCATIONAL SNIPPET The 1989 secondary edition of the Educational Software Directory should be available now. The directory which lists over 1,000 educational programs for all popular computers can be obtained free of charge from Rickett Educational Media, Ilton, Illminster, Somerset, TA19 9HS.

TOP TEN GAMES

BUDGET

This Month	Last Month	Game/ Publisher
1	(2)	*Treasure Island Dizzy*/ Code Masters
2	(NE)	*720°*/Kixx
3	(1)	*Turbo Esprit*/Encore
4	(8)	*Fast Food*/Code Masters
5	(4)	*Ghostbusters*/ Mastertronic
6	(NE)	*1942*/Kixx
7	(NE)	*SAS Combat*/Code Masters
8	(NE)	*Spyhunter*/Kixx
9	(NE)	*Twin Turbo V8*/Code Masters
10	(NE)	*Hardball*/Kixx

FULL PRICE

This Month	Last Month	Game/ Publisher
1	(NE)	*Robocop*/Ocean
2	(NE)	*MicroProse Soccer*/ MicroProse
3	(1)	*Run the Gauntlet*/Ocean
4	(NE)	*Dragon Ninja*/Ocean
5	(NE)	*Fun School 2*/Database/ Mandarin
6	(NE)	*Renegade 3*/Imagine
7	(NE)	*Operation Wolf*/Ocean
8	(NE)	*Football Manager 2*/ Addictive
9	(5)	*War In Middle Earth*/ Melbourne House
10	(NE)	*Arcade Muscle*/US Gold



SPOOK SOLAR AND SEASIDE FACT

The sun is 93 million miles away (almost as far as New Zealand) and the light radiation it produces takes approximately eight minutes to reach the earth. This means that if you were sunbathing and the sun suddenly exploded or went out you'd still have eight minutes to finish off your 'tan'. Then you'd be destroyed – along with the planet.

MICROPROSE TAKES OVER THE WORLD (ALMOST)

Guess what that jolly software giant MicroProse has gone and bought? "A carton of banana Nesquick?" Nope. "Some Blu-Tac for sticking up posters on its bedroom wall?" No, no, much bigger. "Erm, some kind of hat or something?" Wrong again. What MicroProse has actually bought is . . . Telecomsoft. "Blimey!" Indeed, Telecomsoft (the entertainment software division of British Telecom) is now owned by MicroProse co-founder Major Bill Stealey and chums. This doubles the size of MicroProse Europe making it one of the biggest software publishers in the continent! "It makes my thingies go all warm and wibbly thinking about it," said Major Bill on the phone to us (except he didn't).

Living in Sinclair It's off! Gorgeous, pouting Sir Clive Sinclair and balding inventor Bernadette Tynan have decided to cancel their June wedding, though they claim still to be "very murch in lurve". "We decided not to get spliced while watching a recent episode of *Brookside*," said Sir Clive. "Billy and Sheila seem so happy without the complications of marriage that Bernie and I followed suit." Vive La Close, eh?!



FUN SCHOOL

If you've glanced at the computer charts recently you might have noticed (lodged in between *Dragon Ninja* and *Robocop* or whatever) a rather rum title – *Fun School 2*. "What is it?" you ask. We'll tell you. *Fun School 2* is a range of educational programs for the Speccy. Split into three age categories (under six, six to eight and eight and over), it gives mums and dads a chance to give their offspring a bit of (fun) home help. So – got a young sibling who could do with a bit of 'learning'? Or maybe you're a rather thick 38 year old who never got to grips with your five times table? Either way, you could do worse than write for more info to Database Software, Europa House, Adlington Park, Adlington, Macclesfield SK10 4NP.

THE PSSST FREEBEE FRISBEE

What's the thing you can have most fun with on the beach? (Apart from Bernadette Tynan and a speedboat.) That's right, a frisbee – those aerodynamic, plastic circular things that Californians throw at one another. But have you seen the price of them these days? A fairly crap frisbee will set you back five quid. But not here! Follow the following, scissors at the ready, and you'll see why.

Equipment

(1) A pair of scissors.
(2) A plastic 'picnic' plate.
(3) Some glue.
(4) A chum.

Instructions

(1) Cut out our circular frisbee design.
(2) Bung a load of glue on it.
(3) Stick it onto the underside of the plastic plate.
(4) Hurl the whole affair at 'the chum'.
(5) Get 'the chum' to hurl it back.
(6) Repeat steps (4) and (5) until you're both feeling rather Californian.
(7) Go and 'hang out' on a beach in L.A. (man).



Tizers

• The big guns are back this Christmas! In the red corner, Ocean's update of last year's number one, *Operation Thunderbolt*! You'll remember this from the arcades – an updated *Op Wolf*, but with a two player option. And in the blue corner (probably)? US Gold's rescheduled *YS* Covergame, *Outrun Europa*, now out at 'the end of the year or beyond'. Blimey!

• First the bad news. Elite, publisher of Speccy hits like *Ikari Warriors*, *Paper Boy* and *YS* Megatape favourite [illegible], is leaving the full price Spectrum market. Apparently it's got a few bits and pieces still to come, but after that nothing (sob). Its budget line, Encore, will continue though, with both new stuff and re-releases.

[illegible]



Have you ever read *Ulysses* by James Joyce?

I couldn't get past chapter one.

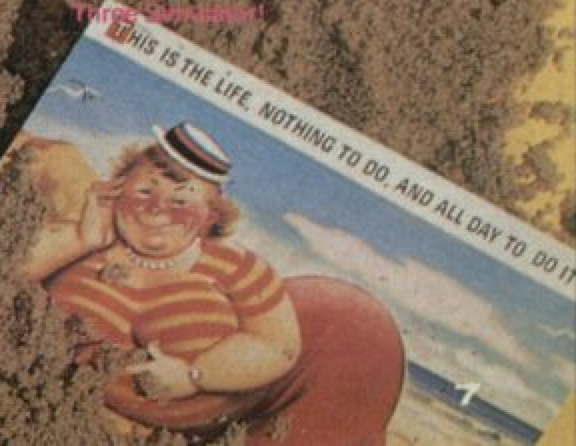
TRAINSPOTTERS THROUGH HISTORY

A Series In Conversation With The World's Greatest Trainspotters

No 430. Sue *Hi De Hi* Pollard

Hi De Hi!! Hello campers. Sue Pollard here, the quickest, biggest mouth in the west. Ooooh, I could go on talking 19 to the dozen for days on end, me. F'rinstance, I was stuck in a lift at 'the Beeb' with Anneka Rice, you know, the one with the 'elicopter and the bum and all that, ooooh, I'm not s'posed to say that, am I, you what, eh? I can say bum, oh, that's alright then, anyway where was I? Oh yes, and the poor dear couldn't squeeze a word in edgeways – not that I was going to let her – I had soooo much to say. "I'm only going to floor four," she says. "Oooh nooo," I said, "you don't want to go to floor four, have you seen the 'orrible plastic plants they've got in the main corridor, they're reeeaaaallly tacky. Ooooh, 'ave you 'ad your baby yet?" "Yes, actually I gave birth last…," she said. "Oh, silly me," I said, "of course… you 'aven't got that lump in your tummy any more." There I go again. How can I stop? You can't stop me. Once I get rabbiting it'd take, ooooh, I don't know, about a seven megaton nuclear blast to shut my mush. Ooooh, d'you like m'glasses? I got them off Christopher Biggins – no I didn't really, that was just a joke. What d'you mean, it wasn't funny – ooh, you devil, what d'you mean, nothing I say is funny? Ooooh, get away. What's that? Trains? Ooooh, I could talk about trains for hours, me… *(No you won't. Ed)*





SPOOK SOLAR AND SEASIDE 'FACT'
There's a weird religion called 'Eck'. Subscribers (called Eckists) believe all kinds of bizarre things. According to them, the sun isn't hot at all, it's actually stone cold – it's just our blind acceptance of its heat that makes it seem warm! Crikey, jumpers on lads, the sun's coming out!!

pssst

DIRTY ROTTEN SCOUNDRELS (PG)

Michael Caine, Steve Martin

At last, a film about *YS*! No? And I could just imagine Steve Martin as Duncan and Michael Caine as old Biel-in-the-bag. But then again, they probably couldn't afford Molly Ringwald to play me. . .

So instead they made a comedy about confidence tricksters working in the South of France. Caine is the debonnaire Britisher cheating dumb yankee dames out of their dosh by pretending to be a beleaguered prince. And Martin's the upstart American without an ounce of couth who starts to cast a shadow on Caine's sunny pitch.

After a few run-ins, Caine offers to teach the newcomer all he knows. But Martin soon tires of pretending to be Prince Michael's idiot brother, which is a pity because whether he's trashing the ornaments or taking a dump at the dinner table, he's totally hatstand!

Instead, the two settle on a flim-flam artists' duel. The first one to cheat a visiting American soap queen out of her fortune will stick around while the loser quits town. Caine is smoothing his way into her bank balance at the casino when in trundles Steve in a wheel-chair, a pitiful 'war veteran'. From then on the plot zig-zags like a snake with hiccups. And even when you think it's over, it leaps up and bites your bum.



It's cross, double-cross, triple-cross. . . In fact there's more crosses than a spot-the-ball contest in a nudist camp. So wash up with these dirty rogues immediately.

BEACH 'FACT'

The largest sandcastle ever constructed by one person was built in 1984 in Southern Australia by a chappie called Norman Baker. Using only one bucket and one spade, he laboured for three days (and shifted over 17 tons of sand) to produce a [illegible] 300 fe[illegible] 40 feet [illegible] tall [illegible] were [illegible] windows [illegible] whole [illegible] moat [illegible] deep). [illegible]

The Pssst! guide to raunchy summer games for people who can't make it to the beach.

No 1. ICE CUBE FIGHTS

Ingredients
(1) Water.
(2) More water.
(3) A fridge.

Preparation
(1) Take the water and pour it into numerous ice-cube trays.
(2) Take the numerous water-filled ice-cube trays and pop them in the coldest part of the fridge.
(3) Leave for about half an hour and the water will get rather cold and then miraculously 'harden'.
You're now ready to 'play'.

Rules
(1) Invite some chums around. (Make sure they're members of the opposite sex for maximum 'fun'.)
(2) Grab a handful of ice-cubes and chase your guests around the garden, popping ice-cubes down/up their shorts/skirts/blouses etc.
(3) Scream with delight as you get the same treatment in return.
(4) Sing a jolly Nordic snow-shanty!
(5) Make some more ice-cubes.

ELITE TAKES THE HEAT OFF BUDGET PRICES

Elite has noticed that almost all budget software houses are going to be publishing games at the new retail price of £2.99. "NOT US!" proclaims their press release. "We've been doing our homework, and are convinced that the true price of budget software is £1.99. All future releases on our Encore label will be priced thus – £1.99."

So all Encore releases will sell for £1.99?

"Yes."

All of them?

"Yes. Erm, except the ones that'll sell for £2.99."

Aha! Which ones, pray, might they be?

"Um. . . selected titles. But they'll have a big '£2.99' sticker on for differentiation purposes!"

Oh, the sincerity!

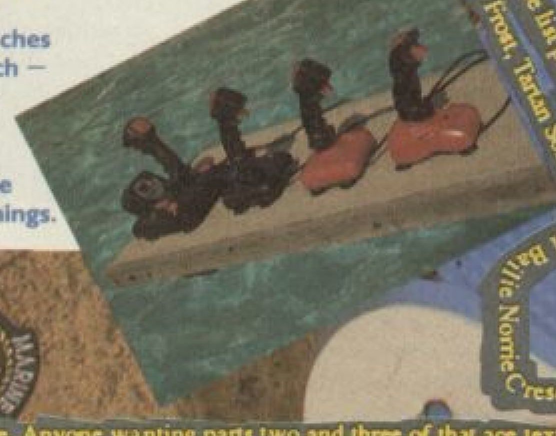
JOYSTICKS FORM FORMATION DIVING TEAM

Who said joysticks don't feel the heat? Certainly not De Gale marketing, whose three new Quickjoy sticks are on a swimming holiday. "The three new sticks," said De Gale, "are out this month. Due to the heatwave, however, we gave them a week off to indulge in some water sports. And they deserve it."

From left to right, the three new sticks are the Quickjoy V, Quickjoy Turbo and Quickjoy II. The one on the far right (Quickjoy III Supercharger) is out already, but went along to 'make up the numbers'. With prices ranging from nine to 20 quid, all the sticks have suction feet, eight-direction control, finger and thumb fire buttons and autofire. In addition, the Quickjoy V (the 'Rolls Royce' of the group) has four more fire-buttons, a speed-controlled autofire, ten microswitches and a built in digital LCD stopwatch — ideal for simultaneously playing a game while boiling an egg (or something). We asked the Quickjoy III Supercharger what the team did during their holiday evenings.

"We go to Pete's disco pub and get Pssst."

Quite right, too!



Gordello Mix Up Oops! Seems we missed out the address for Tartan Software last issue. Anyone wanting parts two and three of that ace text adventure *The Gordello Incident* on last month's cover tape should send a cheque for £2.95 to Tom Frost, Tartan Software, 61 Baillie Nornie Crescent, Montrose, Angus DD10 9DT. And remember, that's a quid less than the list price!



Gilbert is back at Drill and feeling very pleased with himself.
Unfortunately, the rest of his fellow Drillians are not quite so happy. In fact they are green (and slimy) with envy.
Gilbert is invited back to Earth to do a new TV series, but to avoid more of his bragging the Drillians remove parts of the Millenium Dustbin and spread them about the planet.
You are in control of Gilbert (most unusual) and to get him back to Earth within 24 hours you have to beat the Drillians at their favourite arcade games and in turn, they will give you clues to find the missing parts on your craft.
Gilbert
ESCAPE FROM
DRILL
Computer Program © 1989 Tiger developments (Ent.) Ltd.
Gilbert character © Tyne Tees TV Plc.
Super Slimely Software
BIGGER than the biggest thing. Gilbert
FANTASTIC, BRILLIANT, ABSOLUTELY MEGA, HOT STUFF. THE BEST GAME EVER
Gilberts Mum
Gilbert—Escape from Drill.
Published by Enigma Variations Ltd.
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Again Again, and the Again Again logo are trademarks of Tiger developments (Ent.) Ltd. Made in UK
Units 3-7 Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN.
Telex: 557994
RR DIST G
Fax: (0977) 790243
AGAIN AGAIN
ENIGMA VARIATIONS
This super slimy game will be available on ATARI ST (£19.99), AMIGA (£19.99), SPECTRUM (£9.99), SPECTRUM DISC (£14.99), C64 (£9.99), C64 DISC (£14.99), AMSTRAD (£9.99), AMSTRAD DISC (£14.99) and MSX (£9.99).
You can order direct by sending the order form along with a cheque or postal order made payable to: TIGER DEVELOPMENTS (ENT.) LTD. to the address below. All orders will be despatched on day of release.
Tiger developments, Units 3-7, Baileygate Industrial Estate, Pontefract, West Yorkshire WF8 2LN.
GILBERT ESCAPE FROM DRILL ORDER FORM
PLEASE FILL IN YOUR NAME AND ADDRESS DETAILS ALONG WITH THE FORMAT YOU REQUIRE.
NAME
ADDRESS
FORMA

▶▶ YS Smash Tape

Here comes the twentieth *YS* tape for your delectation, and, boy, it's well spanky, we can tell you! A complete game from Players, *Skateball Construction System*, and one stunning playable demo – Tynesoft's newie, *Buffalo Bill's Rodeo Games*. And there's more!!! Only David 'Whistling Rick Davey' Wilson singing you a little ditty penned by him and his flatmate!

Skateboard Construction System

Steve – **Yeah, awight mah son! Welcome to the *Y Ess Skateboard Construction Soite*. Heh heh, (aside to female cyclist) luckeee saaaa-ddull! 'Ere John, give the chippie a shaht! 'E's got ter do some work on the skateboard deck.**

Dave – **'Ere Steve, where d'ya want these trucks?**

Steve – **Heh heh, 'oist up yer trahsers mate, yer bum's showin'!**

Dave – **Leave it aht, Stevie. Where d'ya want these trucks, then?**

Steve – **Get a coupla RSJs an' weld 'em under the deck there. 'Ere, you fancy a liquid lunch? Phwoarh! You seen that page three tuday?! Had me absolutely gutted!**

Dave – **Heh heh, that Steve, 'e's a boy, innee? He is a boy, innee?**

(Oi! It's not* Skateboard Construction Site... *It's* Skateboard Construction System*!! Ed)

Oops, he's right! Er... cough, cough. Anyway, *Skateboard Construction System* is a nifty game from Players with two parts! Firstly there's the game. Here you get to skate against the clock, down back alleys, across dockyards, over building sites – luckeee kneepahds!! *(Shut up!! Ed)* – around cones and smashing bottles as you go! *(Blimey! I hope they sweep away all that broken glass when they've finished! Ed)*

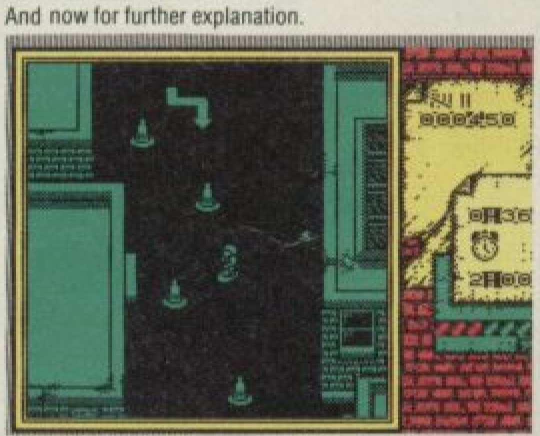
The second part of the game is where you get to construct, as it were, yer actual skateboard game! The instructions for this are a mite complex, so pay close attention!

First important fact is that 128K owners will have to load this game in 48K Basic!

The main menu will offer you the following ten options.

1) **Course Designer**
2) **Block Designer**
3) **Font Designer**
4) **Sprite Designer**
5) **Panel Designer**
6) **Sound Designer**
7) **Type own title**
8) **Type scrolling**
9) **Save data to tape**
10) **Load data from tape**

And now for further explanation.



Whee! Dodge the cones! Dodge the cones! (Drat, I've crashed.)

▶ **The Course Designer** – This is where you get to design your own skate course! Wooooh! All the keys are displayed at the side of the screen for easy reference, but here is a short(ish) description of what they do...

5678-Move Moves the cursor about over the playing area.

0-Place Places the current block over the cursor position.

9-Delete Places a zero block over the cursor position.

Z-Last Subtracts one from the current block number.

X-Next Adds one to the current block number.

C-Course Takes you onto the next course.

I-Ink Increases current ink colour.

P-Paper Increases paper colour.

Q-Get Block Chooses block with your cursor on as current block.

D-Restart Is used as a pointer for each line of blocks to indicate where to restart if you fall off! You should do this all along the eight courses or the game will be impossible to finish!

Caps-Speed Is used with 'Z' and 'X' keys to speed up the increase/decrease of blocks.

Spce-Abort Returns you to the main menu.

▶ **The Block Designer** – This allows you to design the blocks for use on the course editor. You can design up to 256 blocks, some of which have a special purpose!

5678-Move Moves a small pointer over an enlarged view of the user block. It's like having bionic eyes! You get a view eight times closer than the normal block.

0-Plot Plots a single pixel according to the cursor position on the user block.

9-Unplot Undoes the above plot points.

Z-Last Subtracts one from the current block number.

X-Next Adds one to the current block number.

I-Invert Inverts user block, so that all points and gaps swop places!

P-Clear Clears current user block.

B-Type *(Hmm. I prefer* R-Type*! Ed)* Changes the type of block. Some blocks make you swerve, some speed you up and others make you jump.

A-Score Gives each block a score when you go over it. Most give nothing but you can define a block to give up to 150 points.

C-Hit Part Lets you change the four points in a block where detection has an effect.

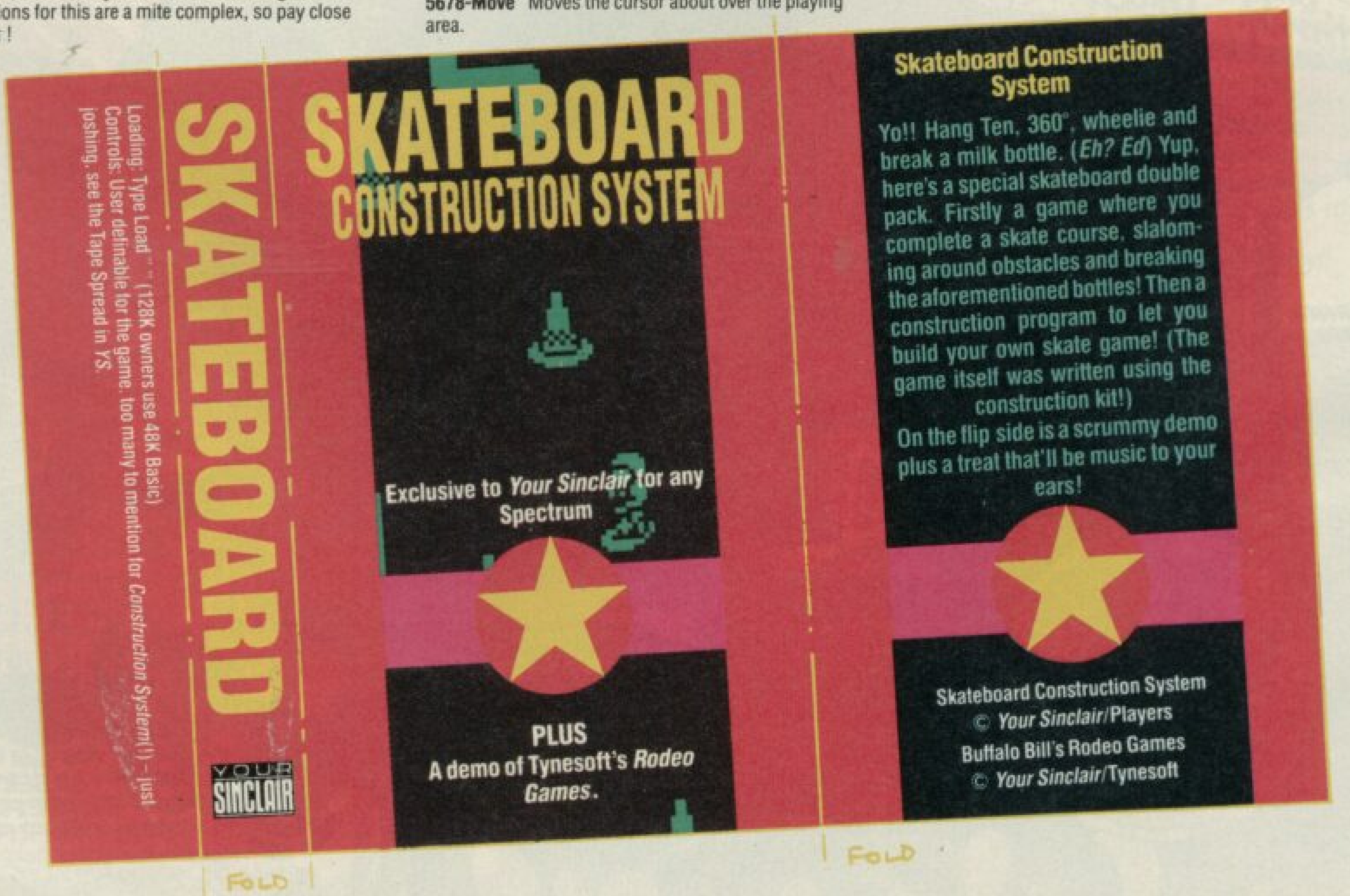
Q-Get Block Places current block on user block.

W-Put Places the user block into the current block, but maintains control of the user block.

Caps-Speed Is used with 'Z' and 'X' keys to speed up the increase/decrease of blocks.

Spce-Abort Returns you to the main menu.

Bottles are objects to be broken *(But not in 'real life',*



e No. 20



Yee-ha! Look at that complicated rocky background! Marvel at the wibbly detailed ground! Wonder at the fabby animation! Ouch! I've not been looking where I'm going and have fallen off the horse.

readers!! Ed) and the markers must be completed the correct way. It has to be a perfect finish with all the markers and bottles completed!

The Font Designer – This makes the character set that is used in the game. Everything can be changed so the appropriate characters should actually be in the right places.
5678-Move See Block Designer 5678-Move.
0-Plot See Block Designer 0-Plot.
9-Unplot See Block Designer 9-Unplot.
Z-Last See Block Designer Z-Last.
X-Next See Block Designer X-Next.
Q-Get See Block Designer Q-Get.
W-Put See Block Designer W-Put.
P-Clear See Block Designer P-Clear.
I-Invert See Block Designer I-Invert.
A-ROM Char Gets the Rom character that the cursor is pointing at and puts it into the user.
Spce-Abort Returns you to the main menu.

The Sprite Designer – This makes the sprite for the skateboarder!
5678-Move See Block Designer 5678-Move.
0-Plot See Block Designer 0-Plot.
9-Unplot See Block Designer 9-Unplot.
Z-Last See Block Designer Z-Last.
X-Next See Block Desinger X-Next.
Q-Get Gets current sprite and puts it into the user.
W-Put Puts user sprite into the current sprite position.
P-Clear See Block Designer P-Clear.
Spce-Abort Returns you to the main menu.

The Panel Designer – This provides a custom panel on the right hand side of the screen. This will need to be done on an art package, saved to tape as a Screen$. If your panel is in memory, then press N to move the cursors without loading a picture, otherwise the program will try to load a picture from tape. The size of the screen is eight across by 24 down. It should be on the right hand side of the Screen$.
5678-Move Moves the current score and stuff around the right hand side of the screen so that you can place them where you like.
0-Next Moves pointer to another option, like Time, and returns to the beginning if pressed a number of times.
Spce-Abort Returns you to the main menu.

The Sound Designer – Modify these pointers to make your own sounds! Each has a special purpose so you can make it as long, short or wibbly as you like!
5678-Move Six and seven keys move the pointer forwards and backwards, whilst the five and eight keys change the values.
Q-Test Allows you to listen to your new sound!
Z-Last Moves back to the last sound.
X-Next Moves onto the next sound.
Spce-Abort Returns you to the main menu.

The Title Designer – Fancy calling your game *Zorilla's Bottom Simulator*? Then this is the option for you! Type in the required title, using Delete if you go wrong and Enter when you're done. Some numbers can give you special characters.

The Message Designer – Erm, same as the title designer actually.

Saving The Data – Get your tapedeck recording before you press this one! Press nine when you're ready. Data is saved in a form that can only be loaded back into the designer.

Loading the Data – This loads back saved data from tape, so that you can carry on from where you left off!

... Right! Got all that? Well, memorise it and swallow these two pages. We will be asking test questions next month! (Only joshing, readers!)

Buffalo Bill's Rodeo Games Demo

Think of yerself as 'Butch', 'Wild' or 'Sundance'? *(Eh? Ed)* In short, how do you rate your cowboy material? Reckon you're up to singing a few bars of "A four legged friend, A four legged friend, He'll never let you down..."? *(Shut up! Ed)* Then this is the game for you, pard! *Rodeo Games*! It's chock full of all things cowboy-ee and, just to show you what it's made of, here is your very own exclusive *YS* fully playable demo!

Don't put your daughter on the stage, Mrs Jones, 'cos there's a vicious Red Indian up there!! You have to gallop frantically after the stage (coach, that is!), but watch out for the articles of luggage being bunged in your general direction! Get alongside by joystick waggling or left/right key tapping, then press fire to climb from your horse onto the coach! Then it's fisticuffs time!!

Keys are redifinable and joystick compatible, pardners!

TAPE TRUBBS

Got a trubblesome tape, a dodgy demo or a gammy game? Never fear, *YS* Tape Returns is here! If you are having problems with your free game tape, then simply follow the instructions below!!

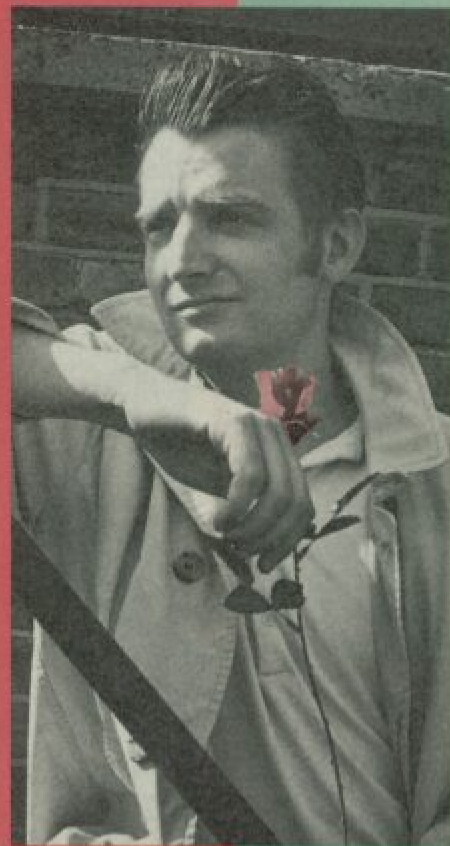
a) Place your tape into a strong womble (womble-ope... envelope, *YS* rhyming slang) and enclose a strong saw (that's self-addressed womble, of course!).

b) Address it to *Skateboard Construction* Tape Returns Department, PO Box 320, London N21 2NB.

c) Put it in a pillar box.

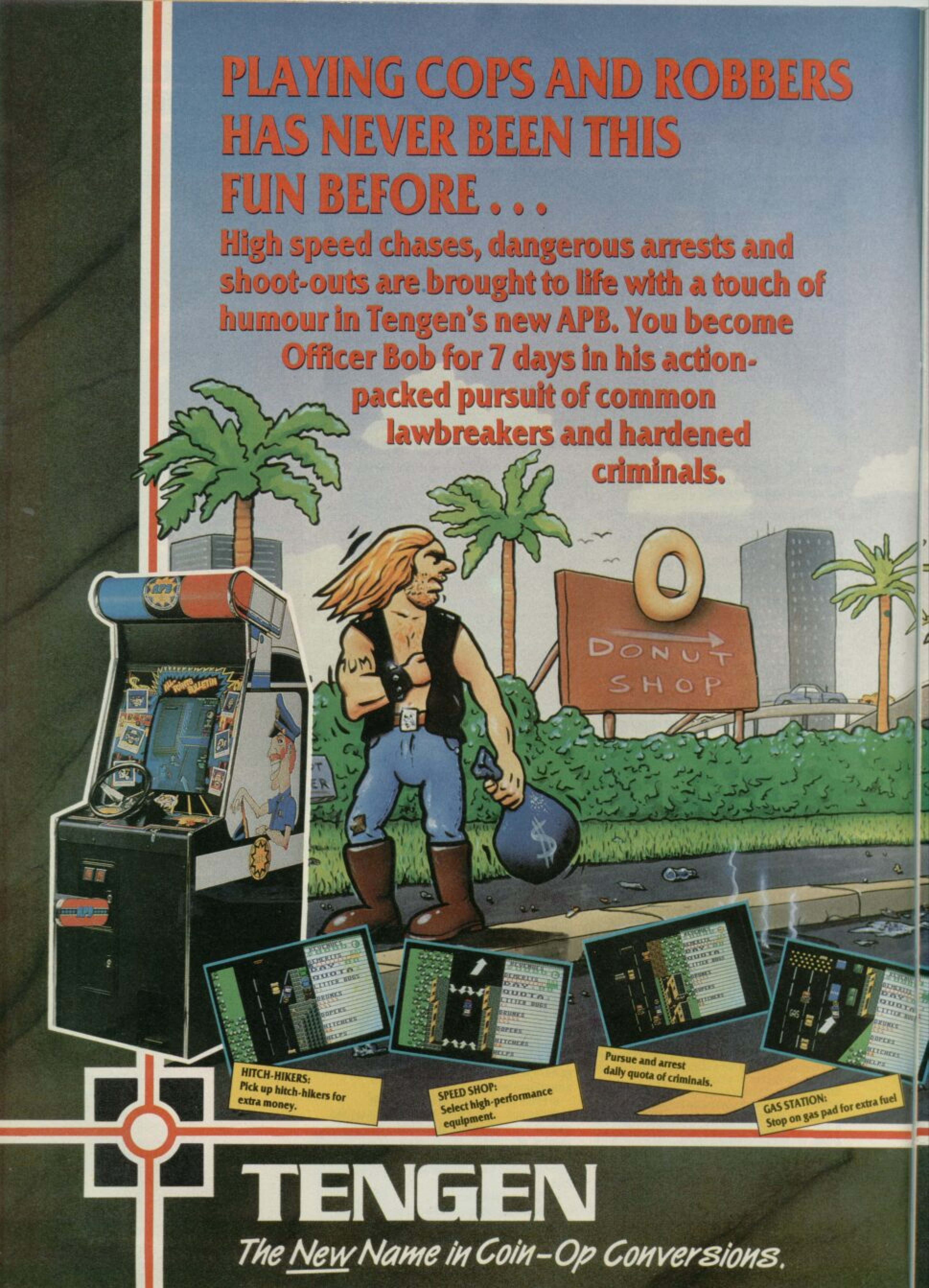
d) Go home and construct a girder suspension bridge from old drinking straws and the little bits of paper you peel off the back of elastoplasts.

Whistlin' Rick Wilson

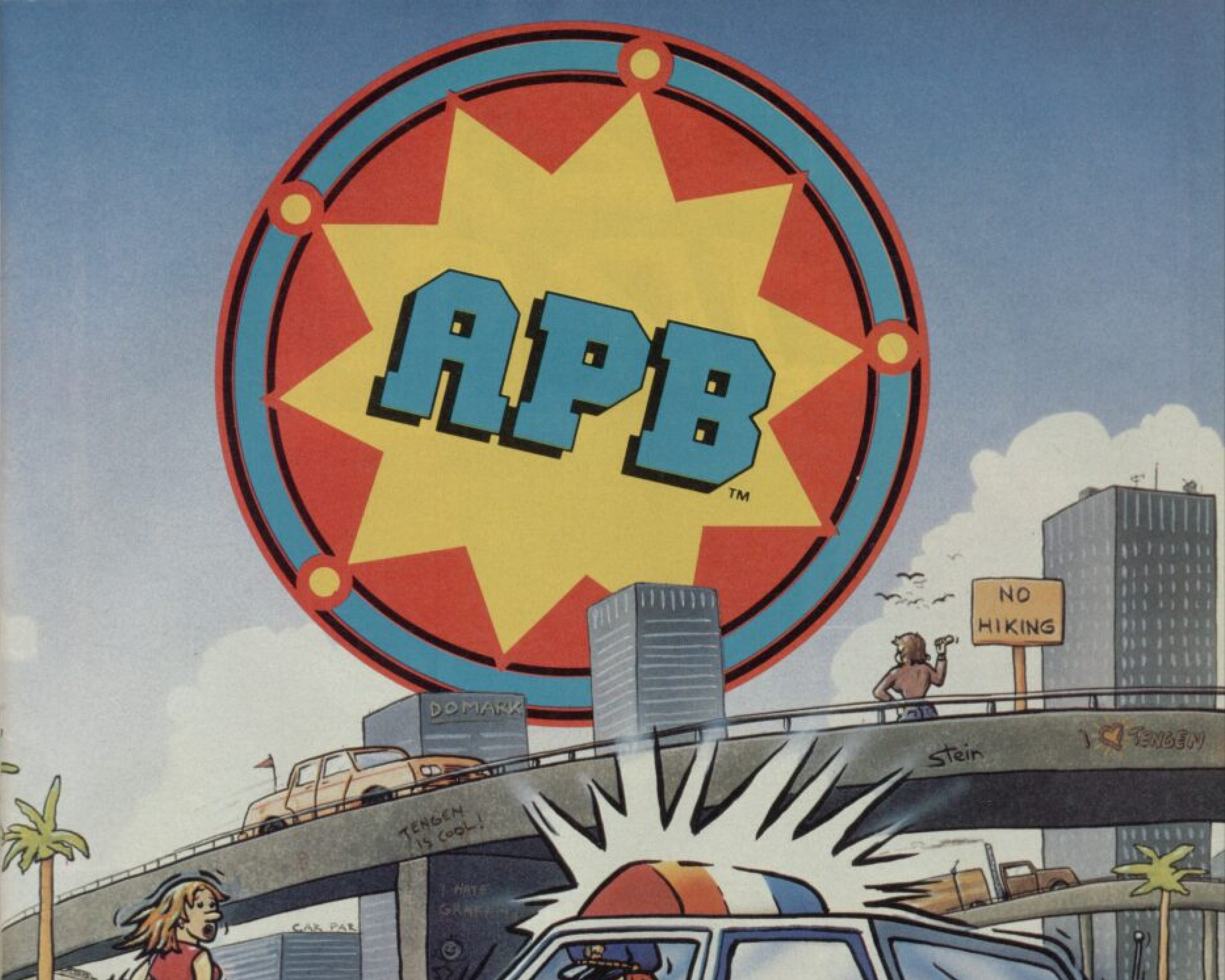


Hold My Hand Very Tightly (Very Tightly)

Hold my hand very tightly, very tightly, very tightly,
Hold my hand very tightly, woo-oooh-oo-oo-ooh!
Hold my hand tight, cuddle up next to me,
And tell that you'll be tru-ooo!
Kiss my cheek, and snuggle up close to me,
'Cos sugar honey I love you-oo!
When I met you
On a rainy Tuesday,
Invited you around for some tea.
Outside the weather was grey and gloomy,
But the sun's gonna shine on me...
(When you...)
Hold my hand very tightly, very tightly, very tightly,
Hold my hand very tightly, woo-oooh-oo-oo-ooh!
Hold my hand very tightly, very tightly, very tightly,
Hold my hand very tightly, woo-oooh-oo-oo-ooh!
Hold my hand..ho..hold my hand,
ho..ho..ho-ho..ho-ho..ho..ho,
Hold my hand..ho..hold my hand,
ho..ho..ho-ho..ho-ho..ho..ho,
Hold my hand..ho..hold my hand,
ho..ho..ho-ho..ho-ho..ho..ho,
Hold my hand..ho..hold my hand,
ho..ho..ho-ho..ho-ho..ho..ho,
Hold my hand very tightly, very tightly, very tightly,
Hold my hand very tightly, woo-oooh-oo-oo-ooh!
Hold my hand very tightly, very tightly, very tightly,
Hold my hand very tightly, woo-oooh-oo-oo-ooh!
(Whistle chorus and fade)



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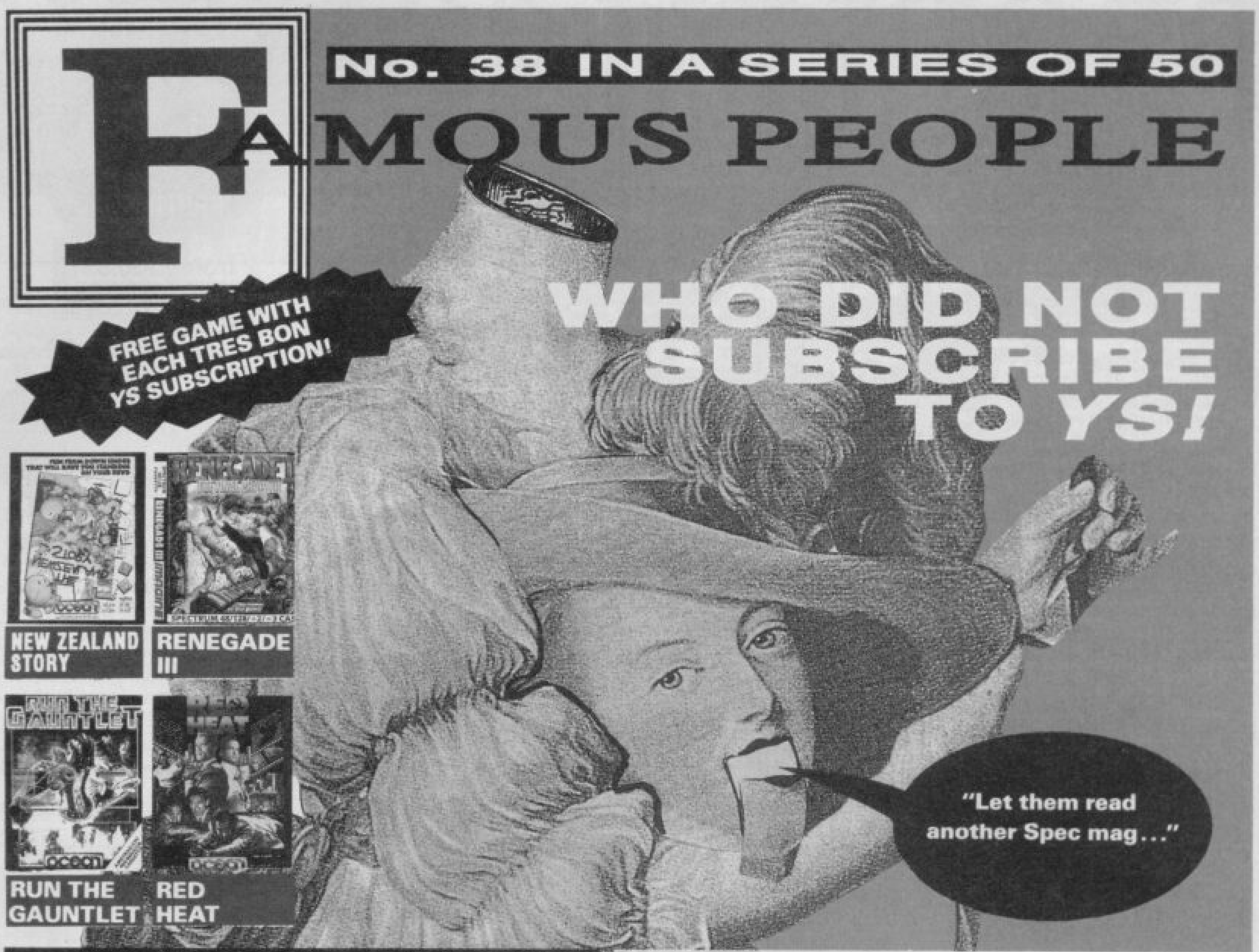
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YS COMPO!!

Win! Win! Win! A Day Out Gliding (Yikes!) With *YS* And Rainbird!

Yes indeedy, they've managed to squodge *Starglider 2* onto the Speccy! This could be the ultimate slap in the face to all those Amiga owners who've had the game for ages and reckoned there'd never be a Speccy version. 'Cos now there is. Ha!

This is one of those really big, state of the art thingimees, like *Carrier Command*, that Rainbird does. It's a shoot 'em up! It's a spaceship flight simulator! It's a strategy game! It's in animated 3D vector graphics! Not to put too fine a point on it, it's one of the bestest, wopperest (and unfortunately costliest) programs that's ever been available for your Speccy.

Only one thing better in fact, and that's the real thing!

WHAT YOU WIN!

Only five prizes of one day's gliding with *Your Sinclair* and Rainbird!!! Plus fifteen runners up prizes of Microprose T-shirts!!!

Gliding's what we're talking about here – you know, flying those little planes without engines, dropping down into an air pocket and whizzing back up again on a balmy breeze. Blimey O'Riley! Come with us to the airfield just down the road from Microprose/ Rainbird's headquarters in sunny Gloucestershire where we'll get a qualified instructor to show you the ropes and take you for your very first flight – who knows, you might like it so much you'll want to book a course.

The day doesn't end there though, because as well as flying, we'll take you on a suss-out trip to see the new games that Microprose/Rainbird is working on *and* for a slap-up meal at the company's local restaurant. Don't eat too much though – all this making like a seagull might disagree with your innards. Could be a trifle (boom, boom) embarassing!

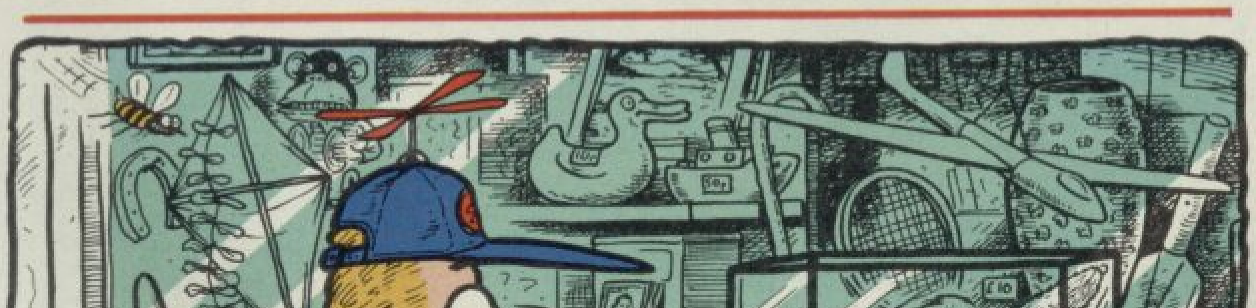


WHAT YOU HAVE TO DO!

Here's a cartoon of a chappie outside Bernie Biggles' Wings 'n' Fings Discount Store. He wants to buy a 'flying jobby' but is so short-sighted he can't make out what's in the window, the chump. Help him by counting all the flying objects you can see, then jot the amount down on the form below along with your name and address. Next, pop your form in an envelope, fold it into a paper plane, walk down to the post box, unfold it again, stick a stamp on it and send it to Trains, Planes And Automobiles (Are More Sensible Ways To Travel) Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. And get them in by August 31st or you'll never get to cloud nine.

RULES

- Employees of Dennis Publishing, Rainbird or its associated labels caught entering this compo will be sent gliding from the top floor of Castle Rathbone – without a glider.
- Entries received after 31st August will be folded into paper planes and aimed at unsuspecting passers-by below.
- Matt's the air traffic controller for this one so he sez who lands and who doesn't.



It's as 'plane' as the nose on your face that there are

....

'flying jobbies' in this picture.

Name..............................

....

....

Address..............................

....

....

....

Zippety ....

(Berlimey! These *YS* compos are getting dangerouser and dangerouser!)

Not only is the new *Batman* film about to hit the streets, but so is Ocean's licence of it. *Duncan MacDonald* zoomed up to Manchester to have a pre-release peek, just in time to be taken out for lunch by the programmers! Munch munch munch...

...Burp. Sorry. So how come your game's going to come out so soon after the film? Have you guessed the plot?

"Certainly not!" (Noises of wine being consumed heartily by everyone at the table.)

So how did you know the storyline? It's all still a bit hazy even in Madam Pico's crystal ball.

"We got our hands on the storyboards — all the action portrayed in pictorial stills."

Cor! Brill! Chomp! (Slurp.) Can I have some more of that wine (burp)?

"Sure. Here. (Hic.)"

Cheers. Hic. (Chomp.) (Followed by the sound of aforementioned staff writer slipping under the table and hitting his head rather hard on the floor.)

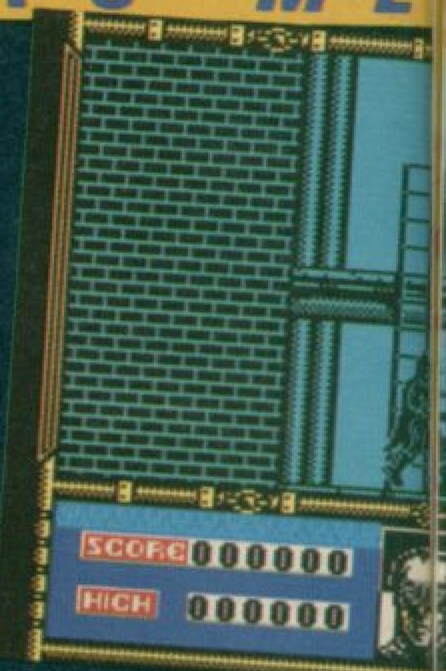
Spiff Biff Baff

Several hours, a packet of Anadins and numerous black coffees later we drag ourselves back to Ocean HQ.

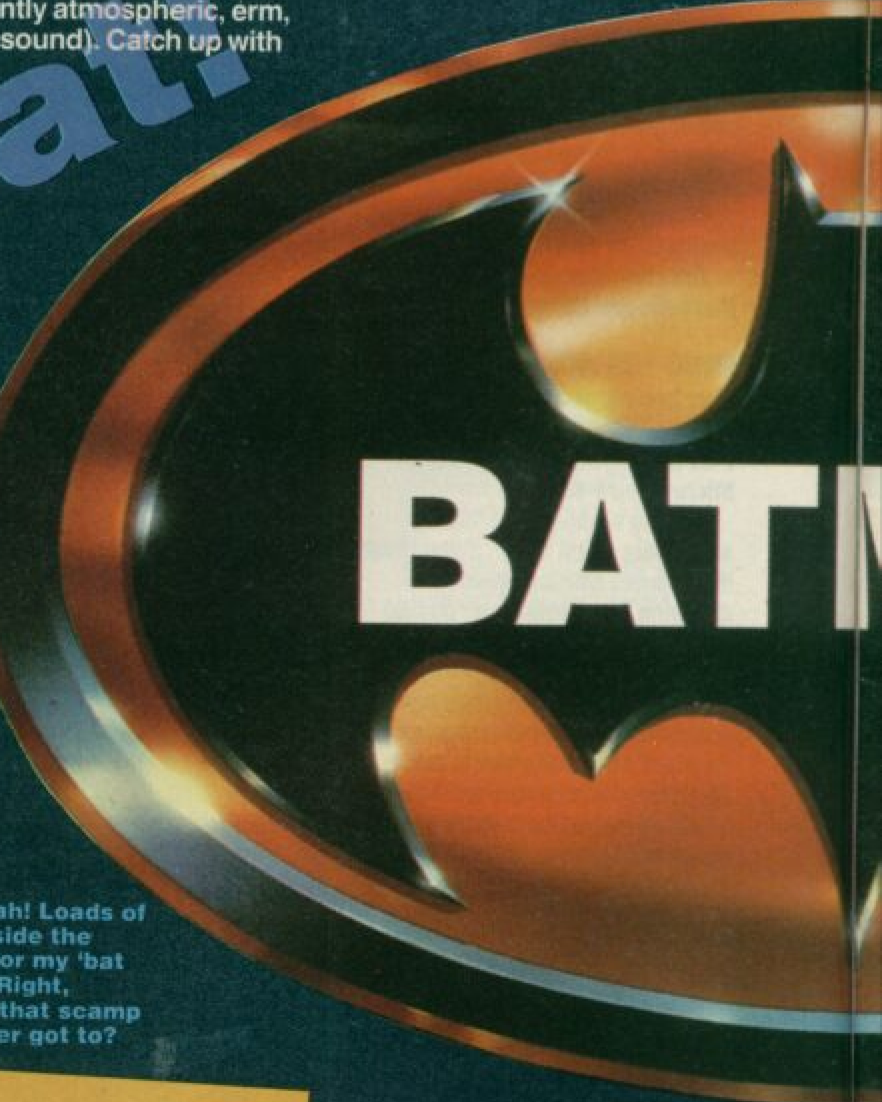
Batman (The Game Of The Movie) looks absolutely spiffing. It's a sort of 'four games in one' thingy (all of them monochrome — not that it matters much, as the sprites are all big and chunky and easy to see). The plot, quite simply, is that you, Batman, have to locate and eliminate The Joker.

Level One finds you in a viewed-from-the-side, up/down/left/right scrolling chemical factory. It's big (big, big, big) — a birrova mapper's delight in fact. Between you and your cackling foe are hordes of his minions, who you have to dispose of before they zap you. You've got an unlimited number of Bat-boomerangs and for added manoeuvrability a swingummy Bat-hook thingummebob. This latter device works in a similar way to the claw thing in *Bionic Commando* (but the animation involved is even better). Shoot your hook to a platform above you and, boing, up you swing. You can also use it to cross gaps in the floor. All the time you're being plagued by the baddies, so things aren't too easy (and there are numerous things to avoid, such as the dripping chemicals — which make a brilliantly atmospheric, erm, 'drip' sound). Catch up with

Splat!



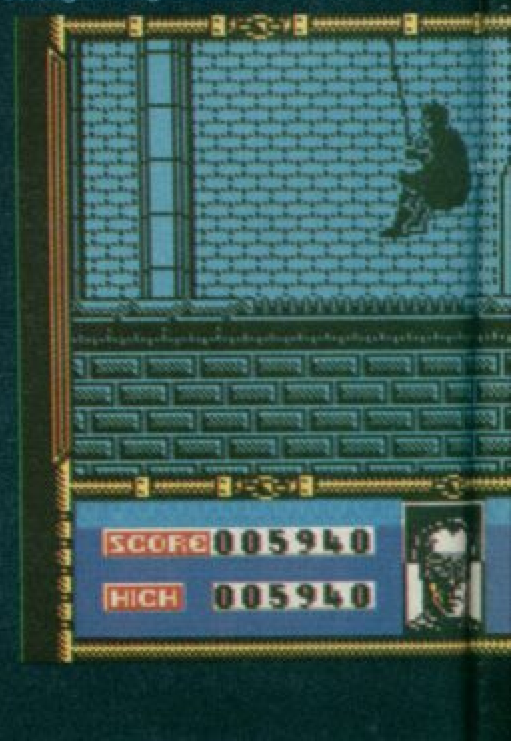
Holy lemon drops - these aren't lemon d... dripping from the factory pipes!





Hoooopah! Loads of room inside the church for my 'bat antics'. Right, where's that scamp The Joker got to?

Swing-a-long-a-bats. "Ho ho ho! Over that ...



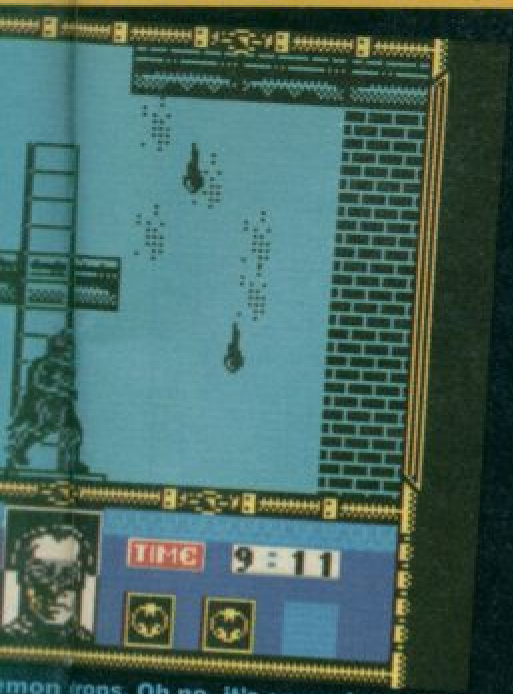


PROGRAMMERS CORNER

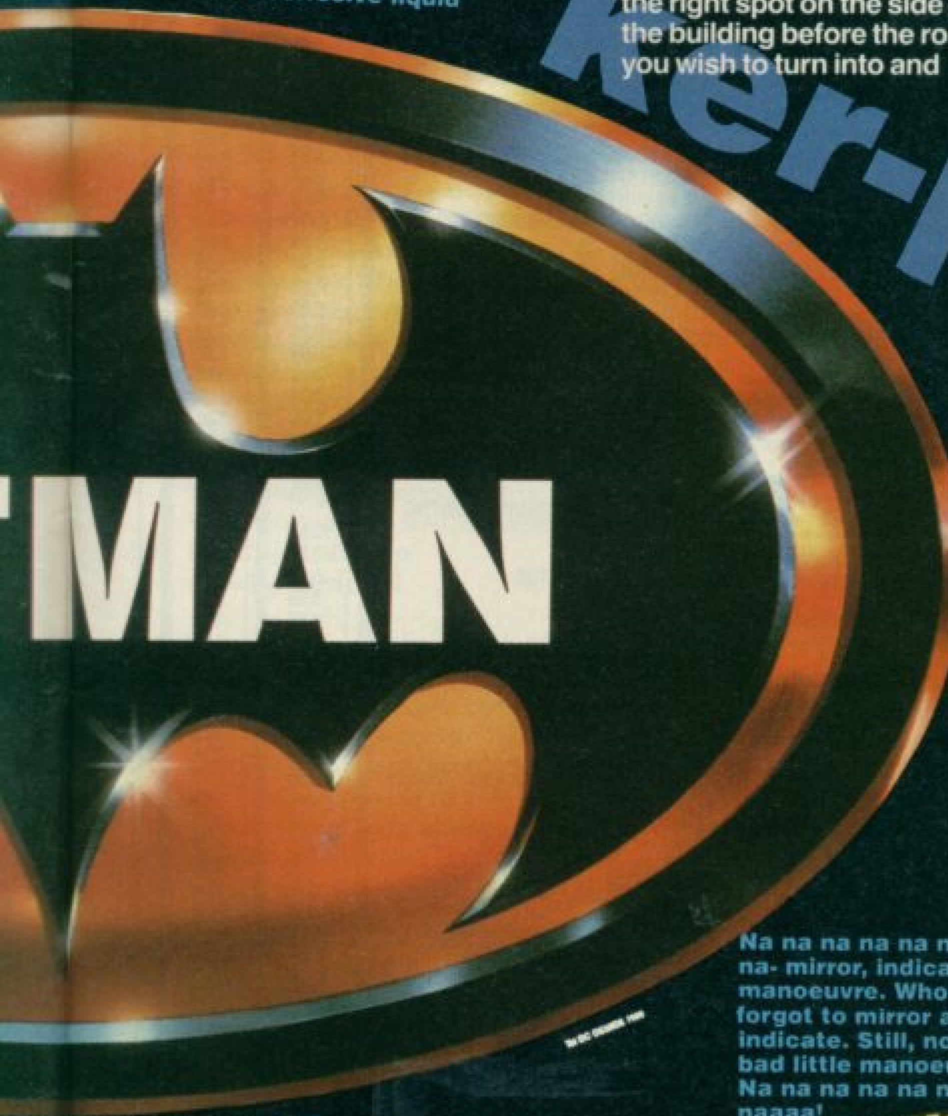
Batman was coded by Mike Lamb, and the graphics were, erm, 'graphicked' by Dawn Drake.

Amongst many other games, Mike has also programmed *Arkanoid*, *Arkanoid II* and, in cahoots with Dawn, *Renegade*, *Renegade II* and *Robochef*. So that's quite a good 'pedigree' really, wouldn't you agree? Blimmin' good actually.

As soon as *Batman*'s finished they're both going to take a well earned rest. Mike's off to the Greek islands, while Dawn's just bought a new house and is going to 'do it up' a bit and then have a mega house-warming party. And guess what? She's going to invite all you lot! Every single *YS* reader in the land. I couldn't believe it! But guess what I'm not going to give you? That's right... her address. Ho ho ho ho!



mon drops. Oh no, it's corrosive liquid



er the deadly floor we go!"



The Joker, however, 'help' him fall into the giant chemical tank and it's onto the next level. Which is...

Bat Cruisin'

The Batmobile bit. Ya-hooo! Zoom along the (viewed-from-the-side) scrolling 'roadscape', avoiding the vans driven by The Joker's henchmen. Follow the arrows and try to avoid the roadblocks at the end of streets. To take corners you turn 'into' the screen, and the view pops around so your Batmobile is seen from side on again. A brilliant touch is that you can use your 'Bat-hook' thingy to pull you round these corners. Aim it at the right spot on the side of the building before the road you wish to turn into and WHOOSH! Round you go! Around one of these corners is Level Three — the Batwing sequence.

Batman's Batcopter is a thing of the past — his new aircraft is a plane called the Batwing. In this level, which is a view-from-behind à la *Thunderblade*, you've got to slice through the ropes of balloons that the Joker has planted. These balloons contain a lethal laughing gas, and will 'go off', causing innocent bystanders to collapse in hysterics. The only cure for this (a video of the *Little And Large* show) isn't available to you — so you must use the bat-like wings of your, erm, Batwing to cut the cords and allow the balloons to float harmlessly(?) up to the ozone layer. Complete this part and it's onto the final level.

Wings And Swings

It's back into four-way-scrolling, platformy game mode again. This time you're in a church and you know that The Joker's heading for the roof, where his helicopter is waiting. You've got to try to make it there before him but, as usual, the whole place is swarming with his henchmen so it's hardly going to be a 'stroll in the woods'. The Bat-hook really comes into its own here in the church, 'cos whereas the factory was really crowded with objects and platforms, here you'll find there's loads more room to swing about in.

Anyway, those are the basics of *Batman (The Computer Game Of) The Movie.* It's slick. It's mean. It's got more knobs on it than a Wurlitzer organ. And it's out soon! You'll love it.



Na na na na na na na na- mirror, indicate, manoeuvre. Whoops, forgot to mirror and indicate. Still, not a bad little manoeuvre. Na na na na na na naaaa!

ABOUT THE FILM

If you're expecting *Batman The Movie* to be like the TV series, then forget it. The TV series was brilliant, but its jokey style was a departure from the comic books. No-one ever really got hurt. You never saw anyone clutching their ripped stomach with entrails dangling through their fingers. You never saw legs hanging from bloodied . . . (*That's quite enough of that. Ed*). The first thing you'll notice in the movie is the difference to Gotham City. No longer a few wobbly





facades. Now it's a dark, gloomy, foreboding futuristic sort of place, along the lines of the *Blade Runner* world. People actually get killed here. And Batman's the same. Nothing camp about this masked crusader. He'd drop your Granny as soon as look at her (if she was a 'baddy' that is).

The Gotham City set is a quarter of a mile long and reputed to be the biggest outdoor street set since *Cleopatra's* (25 years ago). The caped crusader himself is played by Michael Keaton (of *Beetlejuice* fame), the 'romantic interest' is supplied by Kim Basinger and the lead baddie (The Joker) is played by none other than old eyebrows himself – Jack Nicholson! And he's absolutely brilliant! As is the film! Go see it!



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Letters



WRITE TO THE ED, *YS*, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

MOVE OVER HERCULE POIROT

I'm desperately trying to find the good old Imagine's Movie. Every month I look through your brillo mag to find at least one place I could get it, but to no avail. So I've decided to write. Any ideas? And could you please make (if you're still the boss) (*She isn't. I am. Ed*) David McCrappa... or whoever the new guy is... put clearer instructions on his programs. Thanks.

By the way, I think your mag is very good looking and bright, but then again so are you, and I'm very depressed to hear that you're leaving the Ed's bench. (*Get it right, sunshine. She already has. Ed*) Sob sob. Yeeeeaaargh!!! Gotta cheer up. Well, that's all for now. Byeee!

Heikki Kahkola
Nokia, Finland

Sherlock Holmes obviously hasn't any worries about you nicking his 'work'. Imagine's Movie came free with our January ish. You clot! Order the back issue and you'll get it. Oh, and I'll give you a playing tip in advance — after you've found Tanya, try and find 'the chocolate'. **Ed.**

TASMANIAN DEVIL

In the February issue of your *rad* mag, which has only just arrived in Australia (*Serves you right for living at the crap end of the planet. Get a subscription. Ed*), I saw Richard Scaglione's letter complaining about not being able to get games in New Zealand. Well, it's the same here in Australia. There aren't many people who own Spectrums here, so they took the games off the market — and I agree totally with Richard when he said it was unfair. You wouldn't believe how much Richard and I have in common.

Tim Kershaw
Summehill, Tasmania

Have you seen Jet Set Willy yet? It's brilliant. Only joking, cobber. What's happening in Neighbours *over there? Daphne's about to be killed off over here, which'll be a bit of a blow to poor old Des. Still, he's got Mike to help him look after the baby, so it's not that bad.* **Ed.**

POKES POKES POKES

In the April edition of your organ (*Oo-er. Ed*) you published a reply to Robert Brook's question which purported to 'explain' how to insert POKEs. I read this answer, dug out the Spectrum manual and tried to load the POKEs provided on the April cassette. The result? Zilch!! Give us a break. How about an idiot's guide to using Basic for loading POKEs? A lot of us are still labouring under the misconception that the Sinclair is no more than a rather expensive games-playing toy. If you would like to do your customers a real service and turn large numbers of them on to the wonders of programming, then you could do worse than get them started with POKEs, and explain what's happening as you go. Oh, and am I thick, or is the Spectrum manual about as much use as an Ordinance Survey map of the Falklands in Hampton Court maze?

John Ramsay
Hampton Court Maze

Try this one: POKE 23609, 30. It'll make your keys beep instead of click when you type stuff in. Extremely useful. Yes, we might do an idiot's guide to Basic in a future issue, so "keep 'em peeled". Oh, and as regards the manual, it depends which one you're talking about — the one that came with the earlier Speccys (Sinclair rather than Amstrad) was brilliant. And about two squillion pages thick. In fact I've got one here — but you can't have it. Ho ho ho. You'll have to make do with a badge. **Ed.**

THE WONDERFUL WORLD OF SPECCY

HAD IT THREE MOTHS

I am interesting in computers. I have got Amiga 500 since three moths. I saw some interesting information about your magazine in computer magazine ¡BAJTEK! I have few books of computer, but as they German in writing, I have not the understand it very deep. I would like to know more about my Amiga and programs for her. Please send me more information, what about is your magazine, and where can I for subscription rates.

Przemystaw Stark
Gorzow, Poland

I think between you and ¡BAJTEK! you've got more crossed wires than the entire British Telecom network. Go buy a Speccy. **Ed.**

DOODLEBUGS



CONCLUSIVE EVIDENCE THAT THE TRAINSPOTTER IS A BLIND PRAT.

Beep beep, beep beep, SQUASH! Yup, it's 'waste that Trainspotter' time at Doodlebugs this month, whizzed down to us, express post, on the Peterborough to London 125, courtesy of Richard Weston of....um.... Peterborough.

So now you know what all that goo is that British Rail puts in its Travellers Fare sarnies.

How's about it then? Any more of you out there got itchy fingers? Right, scoot those sketches in and, who knows, maybe you'll be the lucky winner of a spanking new Speccy game. Just pin your pic to the lapel of a BR guard travelling in the general direction of old London Town — or slap it in an envelope, addressed to Doodlebugs, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Merry doodling!

Letters

STAR LETTER

THE PEASANTS ARE REVOLTING

I have one minor complaint about your magazine. For the past three months I have seen the latest issue of *YS* out on the shelves days before I have had it delivered to my door. The problem is that I subscribe to *YS* and expect to receive it before all the peasants who don't. Just imagine, if you let this continue the plebs would let it go to their heads and soon we would have a revolution on our hands. Now you wouldn't want this to happen, would you? So, in future, send the mag off to the fantastically rich subscribers and let the lower life scum wait a few more days. I know you won't let me down, as the future of democracy in this country hangs in the balance.

David 'Let Them Eat Cake' White
Ramsbottom, Bury

But don't forget, the 'peasants' don't get the free full price Ocean game or the spanky Subs Club *newsletter (now written by Davey, our resident crooner). Oh, and it's your fault you get your sub a couple of days late — fancy living in a place called Ramsbottom. The staff who mail the subs out always have a 'birrova laff' and address your particular one to 'David White, Ewesbuttocks, Bury'. This slows the postie down a bit, as you will have noticed.* **Ed.**

AVID VIEWER

Just thought I'd drop a line to the best Speccy mag this side of Uranus. Long have I been an avid 'viewer' (since ish seven, aktcheloi). I have to admit to having read Cra… (oops, sorry, nearly swore there) before, but *YS* is far superior. It's a lot less bovver than a hovver and is accepted in far more places than certain charge cards I could mention. *YS* is superbly superb and amazingly amazing. It's got far more in it than other mags (death to the bear), it's laid out better and the reviews are splendiferous. In fact *YS* is Godlike. Anyway, enough of this flattery and to the point.

Good luck, new Ed. Long may you grace the hallowed pages of *YS*. Don't get me wrong — T'zer will be missed… maybe (only joking). Will we ever see her shining choppers again? Will we ever see her sadistic comments at the foot of letters again? The world awaits. So, Matt 'Goss' Bielby, you'd better do a good job. (It's a shame about 'Ken', isn't it?) Well, that's it. Bye!

Iain 'Two I's' Wark
Ayrshire, Scotland

Poor old Ken, it is a shame I agree. Still, he earned a bit of dosh and got to appear on Top Of The Pops, *which pleased his old mum. He ran his course though, and Luke and I feel we owe him nothing (oo-er), nothing at all. We owe him nothing — nothing — nothing — nothing at all (oo-er). Nothing, nothing, nothing, nothing at all!! I'm a man, not a boy (oo-er), nothing nothing (oo-er).* **Ed.**

Shut up. **T'zer.**

SEXIST CRAWLER

Nice to see a man controlling *YS* again, Matt. Now that T'zer has gone the mag can have a few changes.

First of all, the new ratings system introduced by the ex-Ed is, in a nutshell, crap. Okay, so it was T'zer's last wish as Editor, but did *YS* have to have the system? Why not change the rating titles to Graphics, Sound, Playability, Addictiveness and VFM? Prove your ability as Ed and alter them now (but keep the percentage though).

Secondly, *YS Back Issues*. When back issues sell out, why don't you reprint them when the demand comes? When you do get round to reprinting them, print the October and November (1986) issues first so I can complete my collection, and then start buying binders. Make *Your Spectrum* back issues available as well.

Finally, a few minor changes to the features of *YS*. Increase the amount of pages in *Program Pitstop* (nice to see that John-Boy has taken up the post) and make *Tipshop* bigger too. Letters could do with more space as well.

Talking of letters, why not give every letter published a £5 software token, and the Star Letter a £30 software token?

Death to T'zer and long live Matt 'Goss' Bielby. Etc. etc.

Nick Humphries
Saffron Walden, Essex

I like you. I like your no-nonsense tone. You have obvious foresight and are indeed wise. I agree whole-heartedly with the 'long live Matt Bielby' (not sure about the 'Goss' bit, though). I… er, hang on, T'zer's tapping me on the back of the head. Oh, she wants a word with you. **Ed.**

How dare you! Such blatant sexism. And what horrendous crawling! It might cost you your badge — but just to show you I'm fair I'll do one of my 'even chance' gambles. I have here a smallish (and rather rusty) chunk of solid cast iron, which I'm going to drop into Matt's coffee. If it floats you get a badge, if it doesn't — you don't. Here goes. PLONK. My oh my, it's plummeted to the bottom — bad luck. **T'zer.**

Erm, can you get me another coffee please? **Ed.**

No. Get it yourself. **T'zer.**

INSULTING BEHAVIOUR

I don't know who made you Ed, fart-face, but I would like to ram a Commodore down his throat. I would like to state that I *don't* have a Commodore, I have a spanky Speccy. Also, you are a disgusting barf-baggy puke of a person.

Yours magically (cos I'm Scottish),

Graham Clark
South Queens Ferry, Lothian

How dare you! If you think I'm going to print a downright insulting letter like that then you've got another think coming, 'Jock'!!! Urm, oh dear, something's gone wrong. Well, you can't have a badge, anyway!! **Ed.**

Oh yes you can. **T'zer.**



TRAINSPOTTER AWARD

HE HAVE NOTICE!!

I claim a Trainspotter award.

You might haven't notice, but in *Pete's Puzzlers* (May ish), you say that we must send in our completed puzzles before the 31st of April. Well, in Portugal the magazine arrives a little bit late, but I think you made a mistake, and I'm still sending in my coupon.

Manuel Sousa
Oeiras, Portugal

Nope, no Trainspotter — and I'll tell you why. From now on any letters purporting to have uncovered a 'gaff' are going to have to be pretty 'watertight' themselves. Let's have a look at your opening sentence, which is 'you might haven't notice'. Hmmmm. You got the apostrophe in the right place (well done), but the overall sense is a bit crap — ie 'you might have not notice'. It should have been 'you might not have noticed' (observe also that there's a 'd' on the end of notice). And the fact that you're Portuguese is no excuse as far as I'm concerned, so you can stop bleating. **Ed.**

SYNTAX ERROR

When I looked in your mag I saw something strange — there is nothing wrong with the review (*Which review? Which ish? Ed*) but with the pictures of the different levels.

Level One — The Ninja is almost at the end of the game/level and has played for just 22 seconds.

Level Two — The score is lower than the one on Level One, and look at the time. One minute 25.

Level Three — Time is 46 secs (back to the future). Etc. etc. etc. How can this happen? If there is a routine for this I'd like to have it. Besides, all the multiface POKEs of the *Last Ninja 2* doesn't work.

Keep the badge.

I love your mag! Bye!

Michiel de Boever
Haarlem, Holland

Bad luck, matey. Due to dodgy syntax, you don't qualify either. Oh, and you made a bit of a mistake refusing the badge, 'cos the one you would have got was a (limited edition) solid gold affair with the YS logo encrusted in diamonds. It's worth two million quid (that's over seven million of your 'Clog-land' guilders). Bye! **Ed.**

HE FINKS WRONG

Now I finks Ferrari Testrossa left hand drive
US Gold finks Ferrari Testrossa left hand drive
OutRun players finks Ferrari Testrossa left hand drive
Whole world finks Ferrari Testrossa left hand drive
Me finks you finks Ferrari Testrossa right hand drive
Me finks you cocked up and put persons not in right seats
Me finks you damned silly persons
Front cover cocked up
Trainspotter Award due.

Paul Thomas
Broadgreen, Liverpool

Haven't thought this through, have you? You assumed that the piccie in question was as observed by a 'third person'. Wrong. The viewpoint was from the rear-view mirror of the lorry that was driving immediately in front of the car! Now get out of that. **Ed.**

Letters

CONGRATULATIONS (AND JUBILATIONS)

Congratulations on becoming the Editor of *Your Sinclair*. I'm sure that you'll do the job well. However, I don't know much about you. How about writing an article in the magazine about yourself? (Don't forget — as Editor you can do anything you like.)

Robert 'My Allegiances Change Like The Wind' Wilkins
Carmarthen, Dyfed

My measurements are 34, 28, 34. I like working with children, animals and lighthouse keepers and my ambition is to travel extensively in Lichtenstein. Oh, and T'zer tells me that you're one of our most prolific Letters page contributors. Well done! **Ed.**

SEVEN POINTS

1) I have recently bought a Spectrum +2 and, as it has no counter, I got in a right state with the multiloads and wacked it — and my play button (Oo-er. Ed) snapped off! So I advise anyone with a +2 to treat it like you would your granny's best china!

2) Your Smash Tapes are brill. How do you do it?

3) In ish 42 on the Contents page you said that *Future Shocks* were on page six. Bodge!!! Page 95, m'dearie.

4) I'll have a Trainspotter and a badge now please.

5) Onto the free badge with issue 41. Who the hell's Bernadette?

6) I don't suppose I can have the Star Letter award can I?

7) Please print this letter as I've sent three before and never had one printed.

Stuart Richards
Whitchurch, Shropshire

1) I actually throw my granny's best china out of the window of her 12th storey flat every time I visit her, so that's pretty flimsy advice so far as I'm concerned.
2) Let me have a word with you about the 'birds and the bees'.
3) That's why it's called Future Shocks.
4) Oh no you won't.
5) She's old Uncle Clive's 'bit of crumpet'.
6) I take it that's a rhetorical question.
7) Then this is a first! Get the bubbly (hic)! **Ed.**

DIG THE DIRT

Well, tell us the latest. What's the news on Rob Moorman, Lisa, Siobhan and the hedgehogs?

After flicking through some of my issues of YS I read the story of Rob Moorman, then found out more a couple of issues later — from Rob's so called 'friend', Simon Westaway (alias Lorenzio The Unlucky Woodchuck). Then Rob wrote again telling you not to print any more of his life story. But this just isn't good enough. We want the rest of the gossip. Please Simon (alias Lorenzio The Unlucky Woodchuck), if you are out of hospital yet, please write to YS with all the latest titillating titbits and scandal.

Mark Rawe
Grays, Essex

Yes, come on Lorenzio The Unlucky Woodchuck — send in some more 'dirt'. It's about time, I agree, that the saga unfolded further. It might be a good idea for Rob Moorman to get scribbling too, in an effort to pre-empt the inevitable. **Ed.**

BRILLIANT, STAGGERINGLY AMAZING

I have finally finished the program to end all programs. The only program you will ever need to create the most wonderful, amazing, brilliant games ever. Yes, I have invented the *Darling Brothers Simulator*. Move over all other design programs, this is the ultimate. Just load this AMAZINGLY BRILLIANT and STAGGERINGLY EASY game into any Spectrum and watch as, before your eyes, it creates games at the rate of one per minute — games that are UNMATCHED by ANY OTHER.

This ASTOUNDINGLY SIMPLE YET TRULY INNOVATIVE games program costs just £2.99 (soon to be £3.99) at almost every sales outlet you can name.

Unfortunately editions now on sale have a slight bug which causes every game to have the word SIMULATOR in the title. This will be rectified in later copies.

Nigel Boulton
Fairlee, Newport

PS. I don't think the Darlings are going to like me, do you, Tzer?

To be frank, I don't like you either, Richard... calling me T'zer. Ptui! The name's MATTY!! And don't forget it! **Ed.**

KINDLY LEAVE THE STAGE

Oh dear, it's that crap joke time of the month time again. This appalling effort is from **Stuart Davies** of Southport, and it goes something like this.

Q: What's the definition of a drawing pin?

A: An excited Smartie.

Groan. And what's really crap about it is that most drawing pins are brass coloured, and haven't got that Smartie-like coloured plastic covering on the top. Shall we send him a badge? No? You really think he doesn't deserve one? Oh go on, he can have one.

There... see how easy it can be to get a spanky YS 'pin' (as they say in America). Send in your crap joke without delay to Kindly Leave The Stage, Your Sinclair, 14 Rathbone Place, London W1P 1DE.

SMALL PRINT

I am an intellectual jobby.
Alistair Varney
Beith, Ayrshire
Yes, but are you any relation to Reg? **Ed.**

Of course, I've caused a little problem for you now, Ed. You don't know whether to put my letter in the *Letters* or *Trainspotters* section of the mag!
Someone Who Forgot To Sign Their Name
Cork, Eire
What a dilemma. I know, I'll chop off the 'important bits' and stick the result here!!! **Ed.**

Can I have my boxer shorts back? I think I left them in T'zers bedroom!
Paul Morren
Fintry, Dundee
They're still sellotaped to one of her 'etchings'. **Ed.**

Lee Pears tripped over a tennis net and cut himself in five different places. Ha ha ha.
Chris Livesey
Edwalton, Nottingham
Ha ha ha. **Ed.**

If you print this I'll stop buying Cr*sh.
Jamie Worrow
Barking, Essex
One more down, about ten thousand (or something) to go. **Ed.**

Do I get any money if this is published?
Fiona Duncan
Dunblane, Perthshire
Not a sausage. But you do get a badge. **Ed.**

OOH, YOU POOR DEAR

Your problems solved by Madam Pico



Dear Madam Pico

Help! I'm stuck up a tree. I'll tell you quickly what happened. I was with some friends, tree climbing, when one of them spotted this gigantic elm. "We'd better not risk going up that one," he said. "Some of the branches are a bit rotten — and it must be 200 feet high." Not being one to be outdone by a 'wood-plant', I said my goodbyes as my chums went home for tea and then started my lone assault. Things went well. It took about an hour, but I reached the top. Trouble is that I'm now in such a weird position that I can't look down and therefore can't find my footing for the descent. I've scribbled this (with the trusty Bic ballpoint I always carry) on a piece of bark and I'm going to drop it to the ground. I hope someone finds it and sends it to you as you're the only person who might be able to help. Please hurry, the branch I'm holding just made a creaking noise!

Jonathan Ivy
Halifax

Dear Jonathan
You are in a fix, aren't you dear? I'm trying to think back to my 'tree-climbing' days to see if there are any hints or tips which will serve to illuminate you on how to extricate yourself from your present predicament. Lumme, the old memory isn't what it used to be you know. Um. Oh, I know. Break off the nearest longish branch (about six feet should do) and swish it about beneath you. Eventually it will make contact with some protruberance or other, which you should mentally 'map'. Discard your stick and then leap for where you think this protruberance is. If you're lucky you'll either land on it or it will snag on your jumper (you are wearing a jumper I hope, Jonathan, it is an essential piece of tree-climbing 'kit' after all). This will be the first leg of your journey to terra firma over — just repeat the process 30 or 40 times and you'll have made it. Good luck.



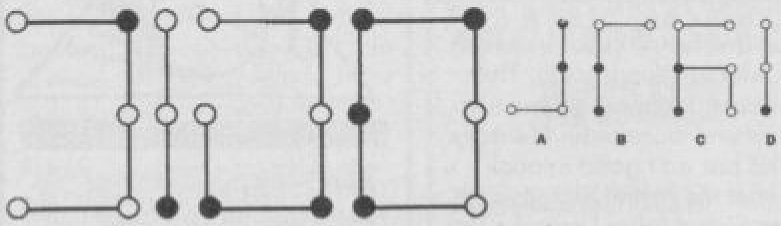
PETE'S PUZZLERS

Time to plug yourself back into the mains as puzzling *Pete Shaw* serves up another selection of brain teasers for connoisseurs...

REVERSE LOGIC

Thanks must go to **Alan Simpson** from Belfast for this clever little puzzler. Over to you, Alan.

Complete this sequence...



SECONDS OUT

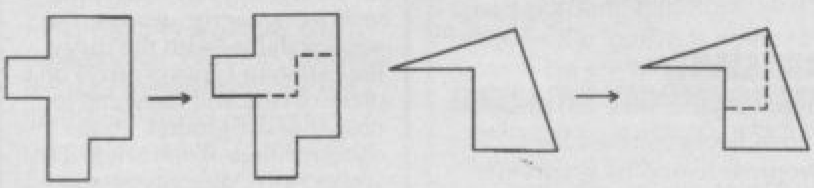
Ta very much **Simon Bowles** of Poyton, Cheshire for this "mindbogglingly nasty brain teaser" (his words, not mine)...

If there are 52 weeks in a year, how many seconds are there?

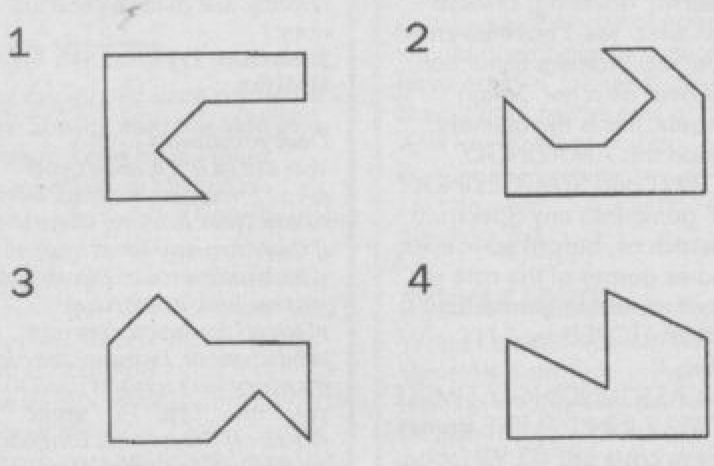
SHARE OUT

Many trillion squillion thank yous to **Mark Bennett** from Sheffield who has provided these Mensa-type puzzles to keep you going for ages.

Each of the shapes below can be divided into two identical parts. Here are a couple of examples:



Right, got the idea? Here are the real ones...

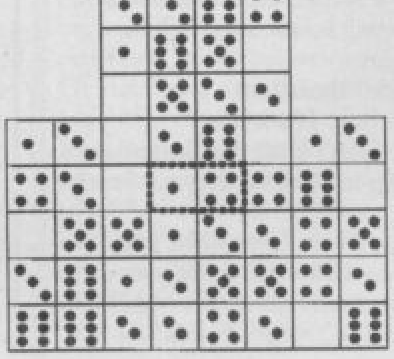


MAKING ARRANGEMENTS

We're off down to Bournemouth now, where **Daniel Wills** has come up with this domino trickster...

A set of dominoes, (0:0) to (6:6), has been arranged in the pattern below. Can you show how the 28 dominoes have been laid out (adjacent numbers *don't* have to match!)?

To give you a chance, one of them has been done for you.

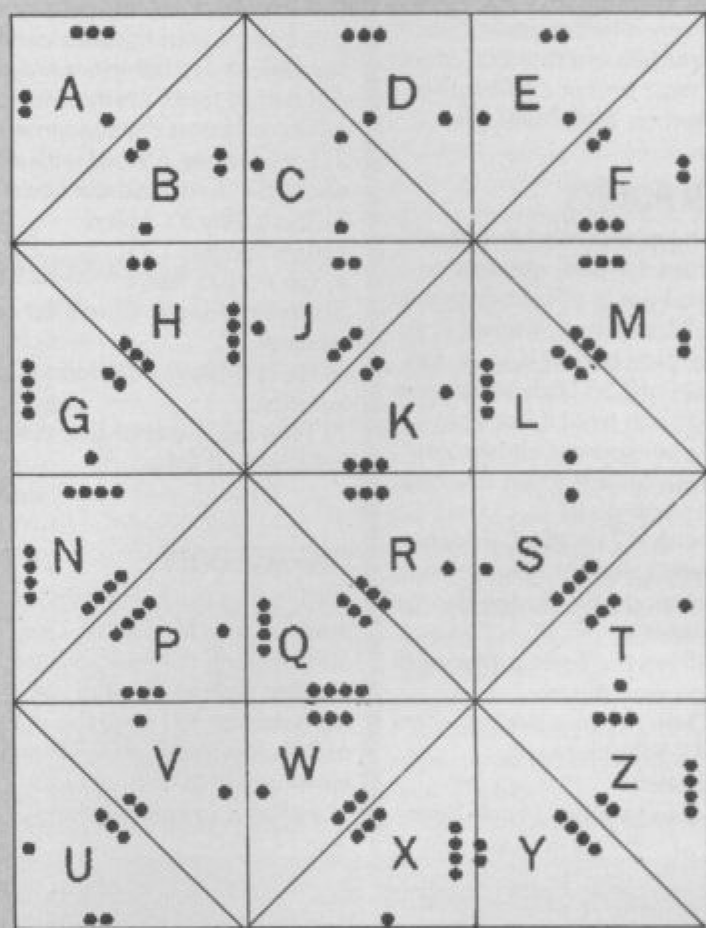


GOING DOTTY

This month's Prize Puzzle should really get your grey matter stoked up. My thanks to **Chris Brown** from Witham in Essex — it must have taken him hours to sort out!

Arrange the triangles in the grid so the dots on each side are the same number as those they face. There are no parallelograms allowed, and triangle A remains fixed in the top left hand corner. This one is a truly tricky puzzler...

When you think you've sussed it, complete the coupon below and send the whole lot off to You Must Think I'm Dotty If You Didn't Think I Could Solve That One Compo, *Your Sinclair*, PO Box 1509, Enfield, Middlesex EN1 1LQ. Entries to arrive no later than 31st August 1989.



Here's my solution. The sequence, going from left to right is:

Line 1 — A, ..., ..., ..., ...
Line 2 — ..., ..., ..., ..., ...
Line 3 — ..., ..., ..., ..., ...
Line 4 — ..., ..., ..., ..., ...

PRIZE PUZZLE No15

Name ....

Address ....

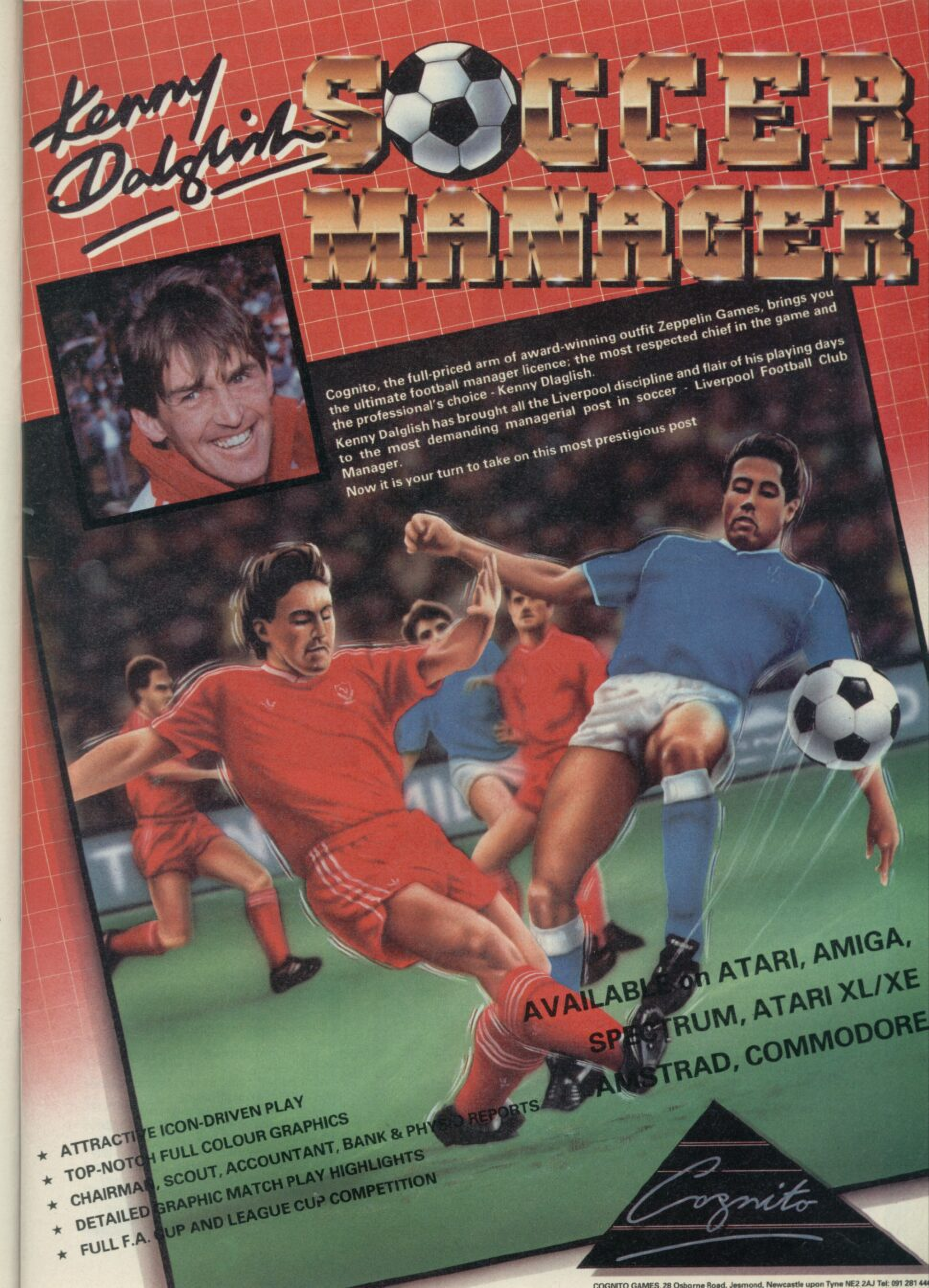
....

....

.... **'Zip-pee-dee-doo-da'** ....

END NOTES

Ta very much to those of you who have sent in puzzles for this month — and if you haven't, why not? Send in your puzzles (*not* copied from puzzle mags, pur-lease) to me at Pete's Puzzle Page, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Just think of all those badges and free software up for grabs! Oh, I nearly forgot, those of you who *still* haven't managed to work out the answers to this month's selection, have a gander at page 78 — you'll find the relief you're looking for there.



Kenny Dalglish
SOCCER
MANAGER
Cognito, the full-priced arm of award-winning outfit Zeppelin Games, brings you the ultimate football manager licence; the most respected chief in the game and the professional's choice - Kenny Dlaglish.
Kenny Dalglish has brought all the Liverpool discipline and flair of his playing days to the most demanding managerial post in soccer - Liverpool Football Club Manager.
Now it is your turn to take on this most prestigious post
AVAILABLE on ATARI, AMIGA, SPECTRUM, ATARI XL/XE AMSTRAD, COMMODORE
★ ATTRACTIVE ICON-DRIVEN PLAY
★ TOP-NOTCH FULL COLOUR GRAPHICS
★ CHAIRMAN, SCOUT, ACCOUNTANT, BANK & PHYSIO REPORTS
★ DETAILED GRAPHIC MATCH PLAY HIGHLIGHTS
★ FULL F.A. CUP AND LEAGUE CUP COMPETITION
Cognito
COGNITO GAMES, 28 Osborne Road, Jesmond, Newcastle upon Tyne NE2 2AJ Tel: 091 281 44

TIME SCANNER





YOUR SINCLAIR MEGAGAME

Pin your ears back, 'cos here's the histoire of pinball!

- Pinball, as its name suggests, originated from bagatelle boards. You know, a bit of wood with rows, cups of nails tacked in and a marble. The introduction of the coin slot was the first step toward the modern pintable. Next came the introduction of electricity.
- The first pintable in the 30's used to pay out cash prizes. This caused a lot of problems with the strict gambling rules in America at the time, and many states outlawed machines or imposed restrictions on them.
- Flippers didn't appear until 1947! Before that, the table had to be nudged and tilted in order to control it. Weird, eh?
- The three main manufacturers, Gottlieb, Bally and Williams, came into their own in the 60's – in effect, the pintable's heyday.
- With the advent of video games, the table started to lose its popularity. But at the start of the 80's it made a comeback utilising new arcade technology. Instead of the electro-mechanical machine, we had an electronic one with digital read-outs, digitised speech and loud computery noises. Although, at first it wasn't too brilliant, recent improvements have helped it regain some of pinball's former glory.

Activision/£9.99 cass



Davey So you didn't win the fabby full size pintable in our compo last month, eh? Never mind, 'cos here's the next best thing!! It's *Time Scanner* from Activision. A rather brill computer pinball game.

What we've got here is a colourful, noisy viewed-from-overhead pinball simulation in which you get to play on four different, but equally fabby, pintables. One gripe (but it's only a little one) is that each of the four levels is a multiload. Yawn. Still, when you get onto a new level, if you then lose the game, you do get several 'credits' to keep playing on that particular table. So length of play isn't too much of a problem.

Each table top is made up of two screens, and as you go from the top half of the table to the bottom, the screen freezes and scrolls down, and vice versa. There are all the usual features seen on the best pinball machines, with ramps, those spinning gate things, the traps that hold your balls, ooh, and loads of boingy bits. The ball and flippers move very quickly and the animation has a lovely realistic 'feel'. At certain points in the game, you win yourself bonus balls. But with three balls in play the ball and flipper movement becomes considerably slowed. This doesn't detract too much from the playability of the game however.

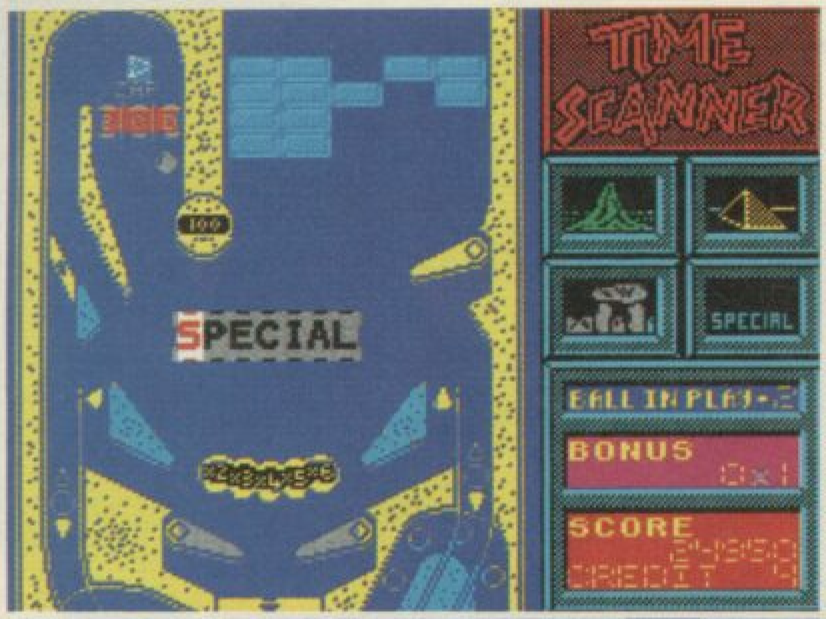
Time Scanner has a nice line in sound, with the dear old Speccy doing a good impression of the extra ball, match replay and all the other funky pinball noises. It also plays a different tune for each level. Level Three gives a fab rendition of that formative 70's hit from Eruption, 'Choo Choo Train, A Chuggin' Down The Track!'. (*Shut up! Ed*)

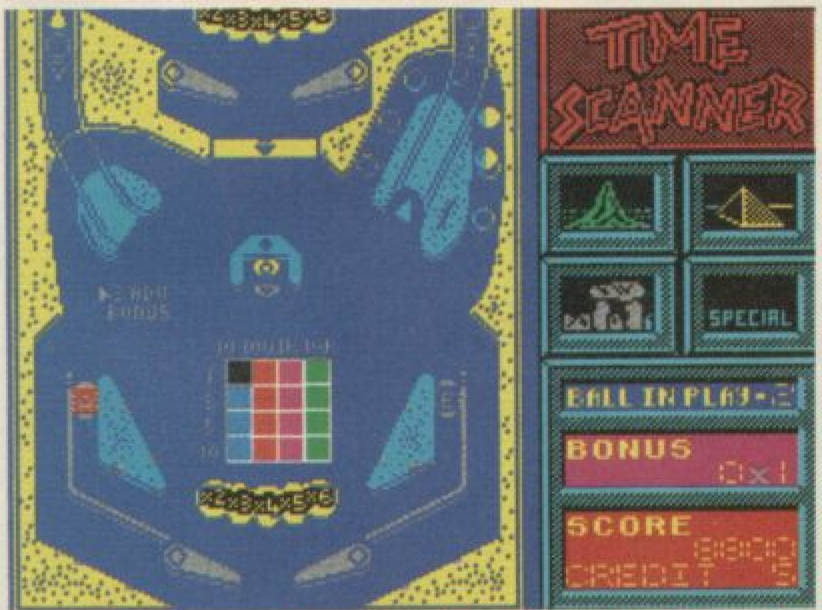
The graphics could perhaps have been clearer. But they are colourful and have some nice touches. On some screens, especially the second level, they almost give the impression of being unfinished. The actual area around both flippers is devoid of colour and when the ball travels down at speed it is hard to see what's going on. However, as you progress into the table, lighting more and more features, part of the main table diagram starts to appear in colour. On the last level, there are even some *Arkanoid*-type bricks for you to clear!

The main drawback with *Time Scanner* is the number of levels . . . . four. Yes, that's right, four. Shame really. But it still warrants the coveted Megagame status in my books!

In essence then, what we have here is an excellent pinball simulation that is marred by its small number of levels. It isn't just because of the Speccy's memory either – the 16 bit versions only have four levels too. Despite this, I can see it being one of those games that you could quite happily keep coming back to. It is eminently playable, even though the controls are so basic – left and right flippers and nudge. But it certainly had me hooked. Just like the real thing, but not as heavy!

This is the first level. See the volcano in the middle of the lower half of the screen? Well, if you do the right things, like shooting your ball around the circular ramps emanating from its crater, it sort of erupts and chucks out two extra balls!





Here is the pintable on the final level. Up the top we have a block of Arkanoid-type bricks to be destroyed. The bottom of the table features two ramps which will re-access you at the top, though the computer randomly decides to shoot your ball up or down the table.

final

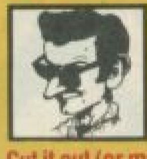
LIFE EXPECTANCY	GRAPHICS
90°	85°
INSTANT APPEAL	**ADDICTIVNESS**
95°	92°

Diagnosis

A splendid, realistic pinball simulation, a trifle limited in game size, but eminently playable.

91° verdict

JOYSTICK JUGGLERS



David 'Hold My Hand (Very Tightly)' Wilson – Recording star David has been busy practising a new professional-looking autograph. And he's cracked it:

Cut it out (or make a photocopy) and glue it onto your covertape. Poster and 'fact-file' to follow next month. What do you mean "You've gotta be joking"??



Jonathan 'Warthog Probs' Davies – One person who won't be 'boogying in the kitchen' to Hold My Hand (Very Tightly) is our Jonathan. We wondered why. "Basically," he explained, "it's because Farty's in there. And it doesn't look as if he's planning to come out." Aaaaaaah! That's a very good reason.



David 'Fab Wack, I'm A Bit Of A Tea-Leaf On The Quiet, Not That You'd Suspect Me Of It Guvnor, What With Me Honest Looking Boat-Race And All That, Apples And Pears, I'm In A Right Old Two And Eight That's For Sure Mate, I Nearly Had Me Collar Felt By The Bill In Sainsburys Last Week' McCandless – Oh dear, there isn't much room left to tell you about Fab Wack's thieving exploits. So we won't. Wait till next month.



Duncan 'Kangaroos In The Top Paddock' MacDonald – Daft Dunc has got into origami – the ancient Chinese pastime of paper folding.

"What have you made so far?" we quizzed.

"A piece of paper half the size of the piece of paper I started off with," he replied.

"How did you manage that?" we forced ourselves to ask him, knowing exactly what his answer would be.

"By folding the original piece of paper down the middle," he explained smugly. (The chump.)



Sean 'Bathroom' Kelly – With his spoons hanging idly from the hook in the kitchen cupboard, Sean was at a loose end. Until he discovered the delights of his bathroom, that is.

"It's absolutely brilliant in there," he expounded, waving a loofer above his head. "Look at this!"

"It's a loofer," we said.

"Yes. And it's an ideal 'balancing platform'." Oh no!!!



Marcus 'Binkie' Berkmann – It had to happen sooner or later – Marcus has applied to join the RAF as a fighter pilot. His *YS* 'fame' preceded him so he got the job, but (and it's a big but) he's found himself in the cockpit of the country's only 'budget fighter plane'. Even David Darling wouldn't say "It's absolutely brilliant" (well, maybe he would – but you know what we mean). We'll keep you posted on Marcus's airborne experiences as they unfold.



Matt 'Goss' Bielby – More 'swoon antics' for Matty this month – at a bus stop in Hull. The state of the queue before Matt walked past? The entire Hull County School for Girls netball team in vertical position. And after Matt's passage? The entire Hull County School for Girls netball team in a horizontal position. They toppled like dominoes.



Jackie 'Corinne' Ryan – Our Jack bared all in *Letters* last month, as you undoubtedly noticed. It was our mistake though, as *The Sun* has since tried to 'poach' her. Guess what it cost us in extra wages to get her to stay? 200,000 blimmin' quid a year – that's what! (And free use of the company whip.)

YS SCORES

90° - 100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues - we guarantee it! Any game that scores a total of 90° and above gets the esteemed *YS* Megagame rating. Coo!

80° - 90° PDG (pretty damned good)! Well worth digging deep into the old dosh bucket for.

70° - 80° Very enjoyable, but might not have lasting appeal for everybody.

60° - 70° A few niggles. Lacking in certain areas. Think before you buy.

50° - 60° Pretty average. Very average in fact.
40° - 50° Erm, below average (believe it or not).
30° - 40° Due to be hospitalised.
20° - 30° Very poorly.
10° - 20° Critical - not expected to last the night.
0° - 10° Clinically dead.

XYBOTS

Domark/£8.99 cass/£14.99 disk



Macca *Xybots* **is my favourite arcade game, no iffing or butting about it – I love it. I have hazy childhood memories of pumping many a ten-pence into that machine. So you could imagine my camp delight when the Spec version of** ***Xybots*** **thunked through my letterbox. Rapturous joy!**

And what's so special about *Xybots*? I dunno exactly, it's just one of those unpretentious, out and out, no strings shoot 'em ups that you can't help but dribble over.

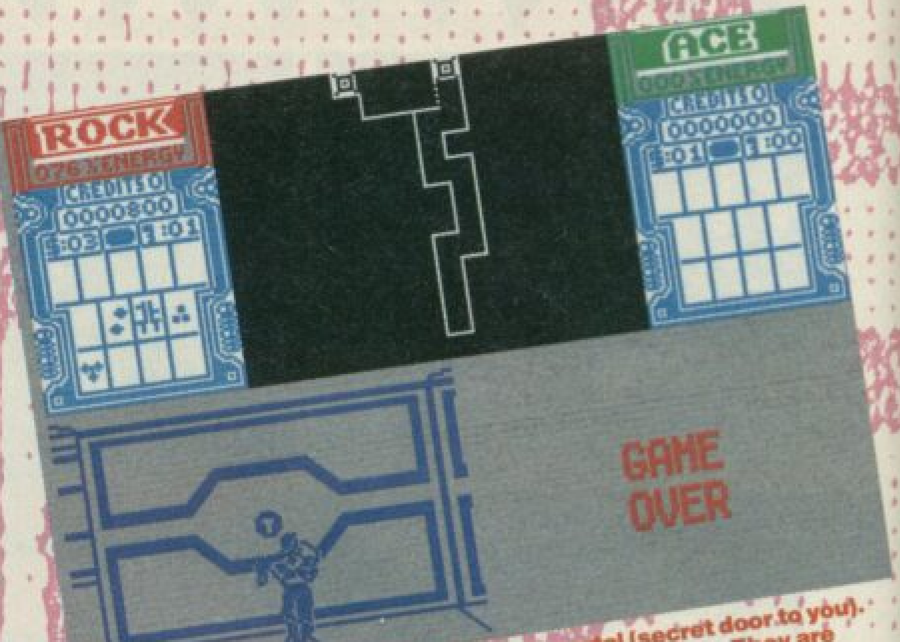
You play the brawn-no-brains brothers with the unlikely (and probably quite embarassing) names of Major Rock Hardy and Captain Ace Gunn. Together they're pitted against the legions of rebelling robots and anarchic androids who are striving to take over the world from their vast underground base.

Equipped with the skimpiest of weaponry, you (and a pal, if in dual player mode) are teleported into the maze-like complexes, populated (cue alliteration) by marauding, mechanical morons, cunning, computerised cyborgs, er, roving robots and er, devious droids. And these aren't your friendly R2D2s or cute spindly geezers from *Short Circuit* – oh no! These are your deadly, death-dealing, destructive droids, fresh from the "rather plasma bolt you than give you time of day" finishing school in Switzerland.

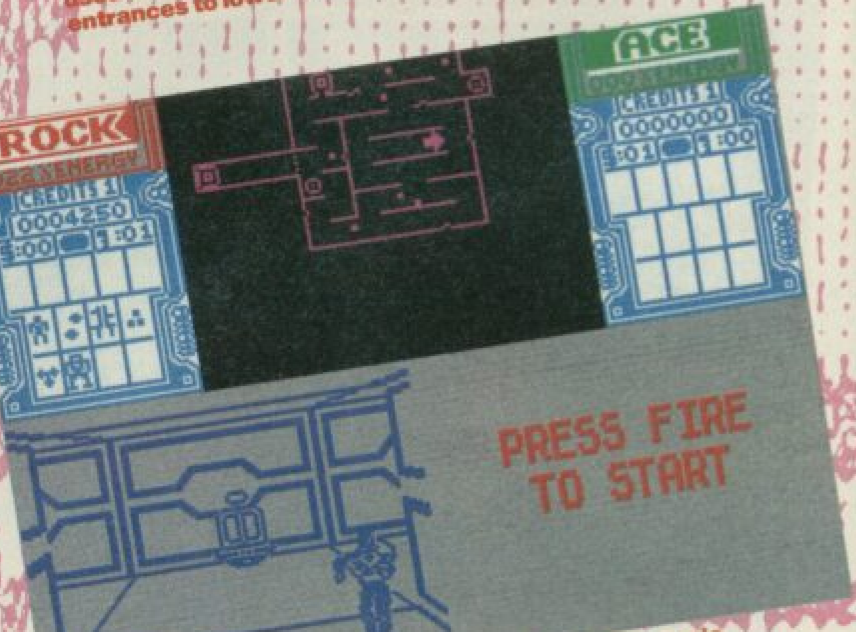
The bottom of the screen is in two sections, providing a 3D view of the maze for each player, while a panel above the playing area provides a plan-view of the current level. The good thing with this system is that each player can go their separate way without hassling each other. Some robots home in on you, some can only be shot from above, while others hang in the background running fireballs into the foreground. You scurry about, trading laserbolts, occasionally summoning enough courage to make a charge down the corridor.

Your energy is constantly draining away, and contact with enemy fireballs bites huge chunks off it. Luckily, extra energy pods and coins lie around the corridors. The coins can be collected and traded for extra supplies at the end of the level. These include things like better shields, enemy nappers, extra shots, zap power and slow energy drains. Occasionally, the big cheese himself, Mr Master Xybot, makes an appearance, and must be defeated before you can advance to the next level.

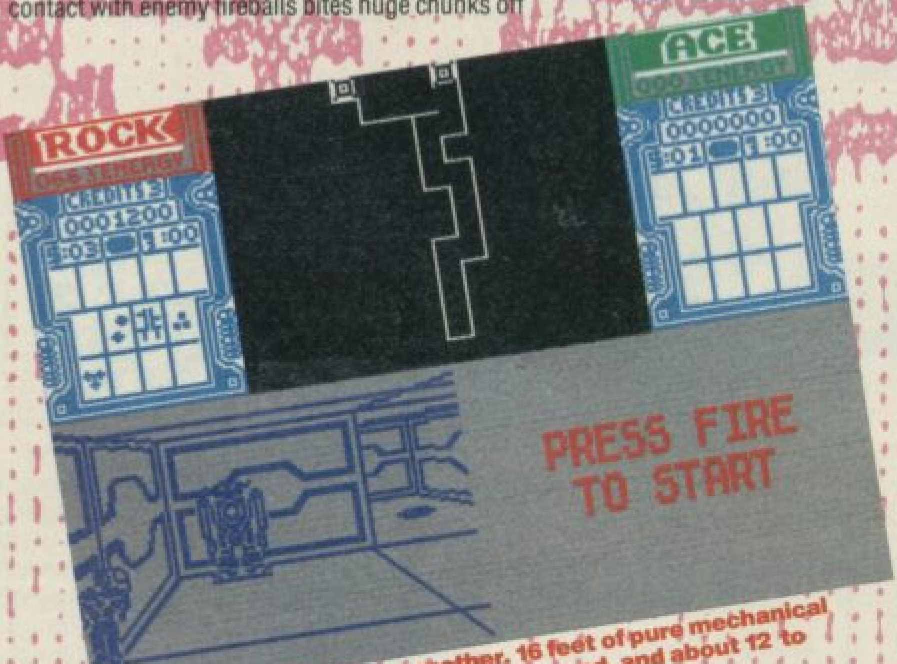
Xybots' graphics are quite faithful to the arcade, move well and are very detailed. Colour is a bit of a taboo subject where arcade-to-Spec conversions are concerned, but the monochrome in this game is fine. Gameplay is medium-fast but unrelenting, and the multiload quick. But the system of turning around corners (the fire button and direction) is a bit of a pain in the thick of a firefight — you can often end up turning through 90° without wanting to. But that's life. The two-player feature adds to the addictiveness, and I reckon *Xybots* is as good a conversion as anyone could expect.



Here I am, outside this clandestine little portal (secret door to you). As well as coins and stuff, keys also litter the hallways. They are used to open doors such as these which lead to big bonuses and entrances to lower levels.



I'm close to popping my cork at this point. This monster is indestructable until it opens its shield to fire. Only by pounding it with a laser-bolt at that moment can I ever dream of destroying it.



Now this robot is one mean mother. 16 feet of pure mechanical moronity — it take about six shots to wound, and about 12 to vaporise.

final

LIFE EXPECTANCY	GRAPHICS
82°	69°
INSTANT APPEAL	**ADDICTIVNESS**
76°	80°

Diagnosis

As good a conversion as anyone could hope for. A good laff in two player mode.

80° verdict

Dear Uncool..

by Aunty Madge



"Hello loves. Loads and loads of letters this month, so let's jump straight into the mailbag..."

Dear Aunty Madge
I've got a semi-circular plastic 'crocodile skin' wallet. The problem is that every time I try to 'flash my cash' I get laughed at. What can I do to stop the sniggers?
Uncool, Bath

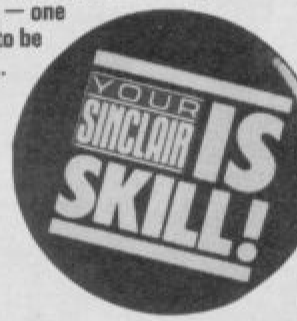
Dear Uncool
What you need is one of these...



It's the ultimate Wodge Wagon — in trendy red and black with a giant *Your Sinclair* logo. It's got compartments for cash, plastic and anything else you might care to squeeze into it — and it's only £2.99! Cool or what? Positively Picothermic I say!!

Dear Aunty Madge
I spent loads of money on Acid House badges, but I can't wear them because Acid House isn't trendy anymore. I could do with some advice: what kind of badge would you suggest I go for next?
Uncool, Birmingham

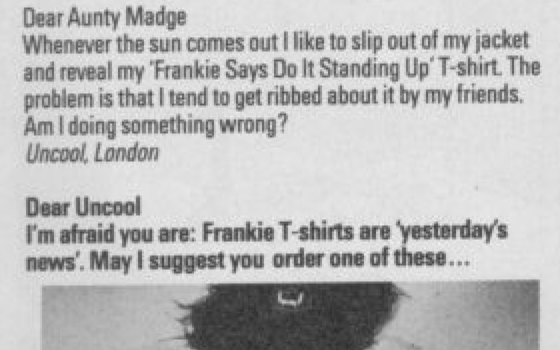
Dear Uncool
I'd suggest you go for the badge to break a thousand fashions — one of these to be precise...



And guess how much it is? It's totally FREE, that's how much. Zero pence buys you total cruciality. "There's got to be a catch" I hear you say. Well. Erm, yes. Of course there's a catch — you only get one if you spend more than £10 on other fab *YS* goodies. (Not that that's particularly hard to do.)

Dear Aunty Madge
Whenever the sun comes out I like to slip out of my jacket and reveal my 'Frankie Says Do It Standing Up' T-shirt. The problem is that I tend to get ribbed about it by my friends. Am I doing something wrong?
Uncool, London

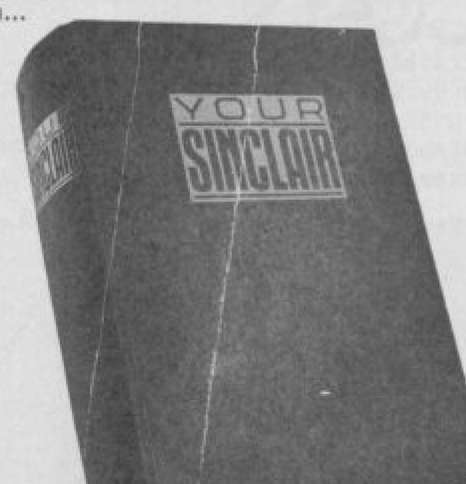
Dear Uncool
I'm afraid you are: Frankie T-shirts are 'yesterday's news'. May I suggest you order one of these...



It's a rip-snorting *YS* Psycho Pig T-Shirt. Guaranteed 'straight out of the fridge' it'll have heads turning and faces going green with envy. It's cotton, comes in three sizes (S, M and L) and at only £4.99 it's a steal!

Dear Aunty Madge
My pile of mega-cool *Your Sinclairs* has passed the height where instability sets in. At the slightest vibration or hint of a breeze the whole lot slides over and spreads itself across the floor. What on earth can I do?
Uncool, Hull

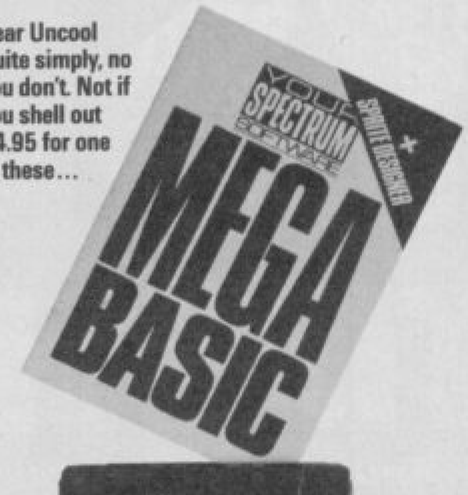
Dear Uncool
Investing in one (or more) of these might not be a bad idea...

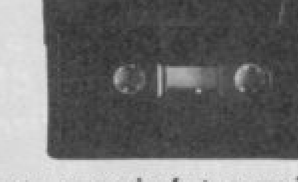


It's a totally wicked *YS* binder — and it holds 12 copies (that's almost a baker's dozen) of your favourite mag — so never again will you have to suffer '*YS*-spillage'. With its red leathertone vinyl covering and gold embossed *Your Sinclair* logo it's unbelievably hot — but at the same time incredibly cool. And for just £4.99 it can be yours.

Dear Aunty Madge
When I show my friends the BASIC computer programs I've written they just laugh in my face. Do I have to learn machine code?
Uncool, Glasgow

Dear Uncool
Quite simply, no you don't. Not if you shell out £4.95 for one of these...





It's got programming features you just wouldn't believe: GET and PUT commands, PROCedures, multi-tasking and editing commands like TRON and TROFF and about a squillion other things like special sound commands, multiple fonts and even a sprite designer. The whole thing loads in from tape and once you've got it you'll wonder how you ever managed without!

Dear Aunty Madge
I've got loads of the brilliant *YS* Smash Tips back issues, but nowhere to put my complete selection of Smash Tips. Have you got any ideas?
Uncool, Brighton

Dear Uncool
You need one of these...



It's a *YS* Smash Tips Album and all your Smash Tips can be bound and kept safe for ever more. They won't cost an arm and a leg either — each one can be bought for only £2.99! Now there's a bargain!

Dear Aunty Madge, how can I ever thank you — you've helped me see the light. I always thought I was quite with it, but at long last I can be incredibly cool. Here's what I want (I'll tick the relevant box/boxes)...

Wallet ☐ £2.95
Megabasic ☐ £4.95
Binder ☐ £4.95
Album ☐ £2.99
T-Shirt ☐ £4.99
☐ S ☐ M ☐ L ☐ XL
(Tick T-Shirt size)

Name ....
Address ....
.... Zip ....
Signature ....

I enclose a cheque/postal order made payable to Dennis Publishing Limited. Then again, since I don't carry my wodge at all times, please charge my Access/Visa/American Express/Diners card! My number is ....

Now send the completed form with payment or credit card number to *YS* Superstore, PO Box 320, London N21 2NB. Overseas readers must remember to add £2 to cover postage and packing.

HINTS 'N' TIPS

YS TIPSHOP



And now, before your very eyes,* Phil Snout *will open a letter from a reader with the aid of nothing but the strength of his firm yet humble tongue... (drum roll)

Nnnnnnnnnmmmph! Nnnnnnnmmmmphh! NnnnNNNNGgggAHH-HH! Ta-dah! I thank you. It's nice to know that people respect a man with a tongue like a letter opener. Anyroadup, how are you this month? Alright? There are huge mounds to get through so, without further ado, let's jump in. Rustle rustle.

MICROPROSE SOCCER

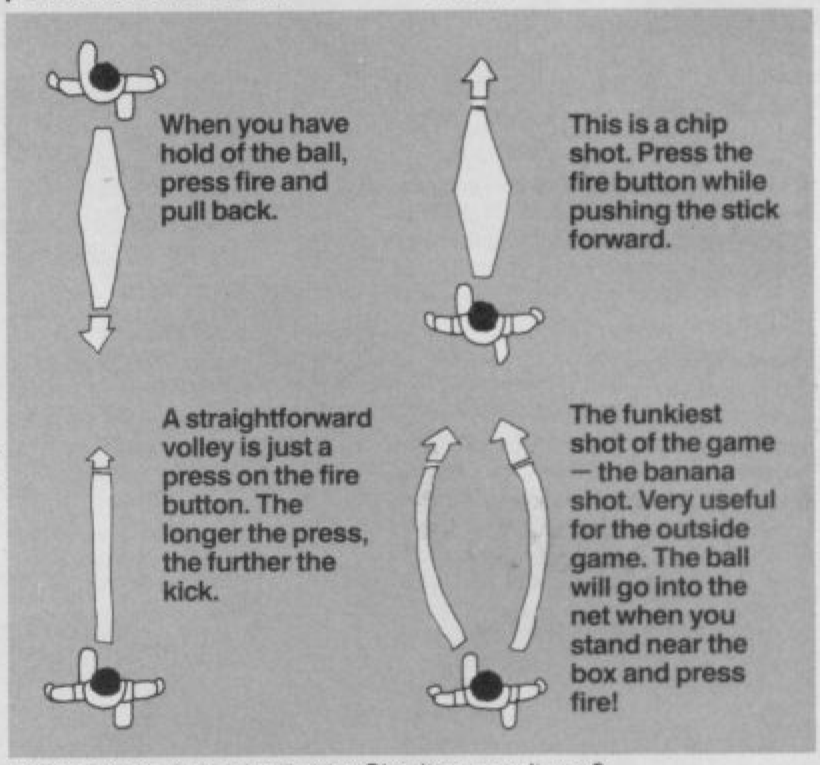
Very clever of old Microprose to put its name in the title like that. It means it gets a free mention every time we talk about the game. Very shrewd that old Wild Bill Stealy. (Yee-haw! Peeow!) Anyroad, what have you got to say about the jolly old *Soccer* then, **Andrew Thomas**?

"First, here are the tips for 11-a-side.

- **Try to get a good kick off and make your way up to the net. Get on the edge of the box and kick. The banana shot will guide it in for you.**
- **Don't try to be clever. Don't choose a hard team to play against. Start with Oman and work up!**
- **When an opponent has hold of the ball, come in from the side with a sliding tackle. This way you should gain possession of the ball.**
- **On the title screen, go down to banana power and press fire until it comes up "Hi". This should do nicely. Practice on two minute games and build up your skills.**

Now onto 6-a-side. This is much more fun than the other!

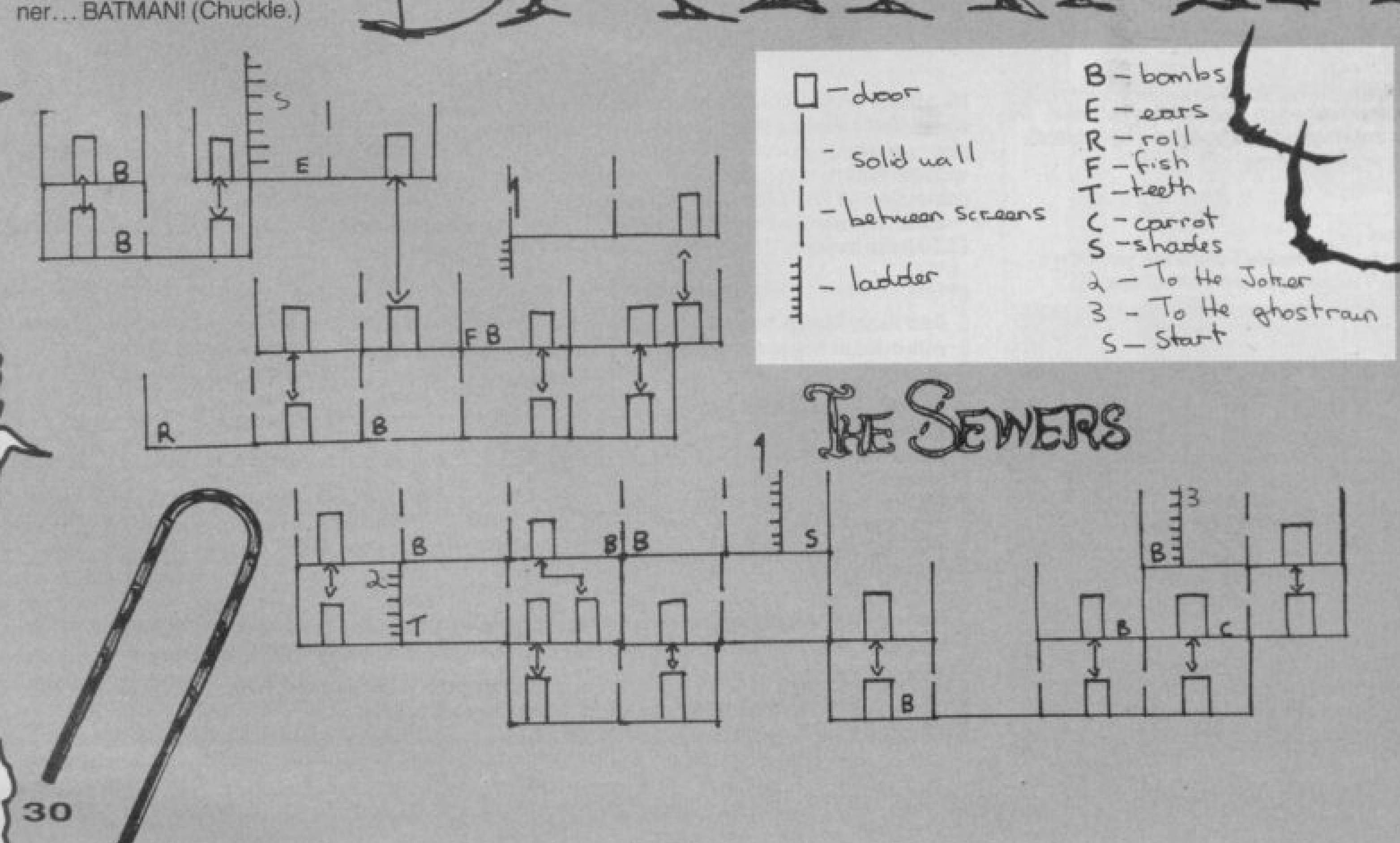
- **Your keeper can come out and score. This makes a change from having him in the nets during all the match.**
- **Hit the ball against the barriers. It'll go straight over your head and hopefully to another player.**
- **Try to trick the other keeper. Go up to him... then turn back around him and score."**



Thanx Franx. A regular Bobby Charlton, aren't you?

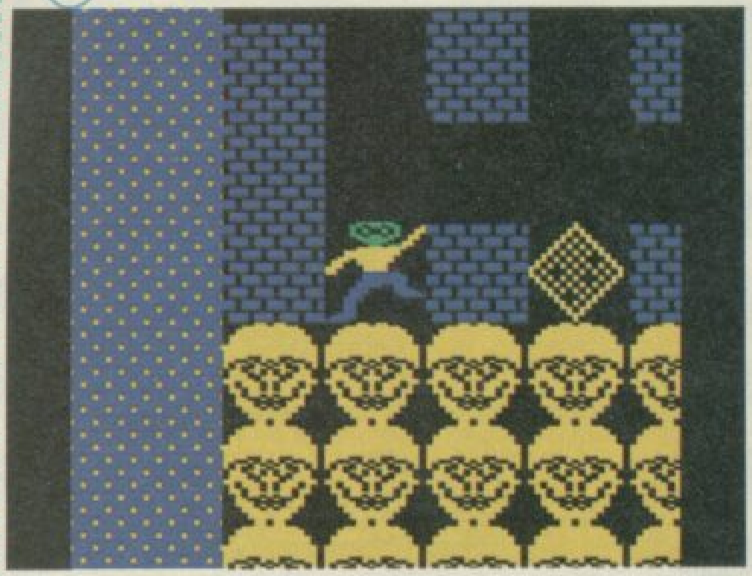
BATMAN

A game of which there has been much said, and not unjustly either. Look, this map of **Nicholas Bannister** was so nicely done I just *had* to include it. So ner. Or should that be ner ner-ner-ner-ner-ner-ner-ner-ner... BATMAN! (Chuckle.)



arcade adventure

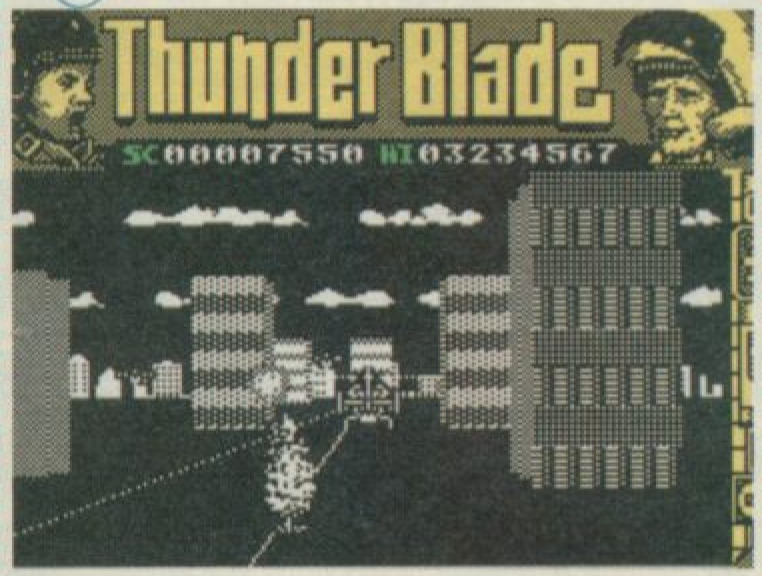
NOURISHING TIPS



Repton Mania

shoot 'em up

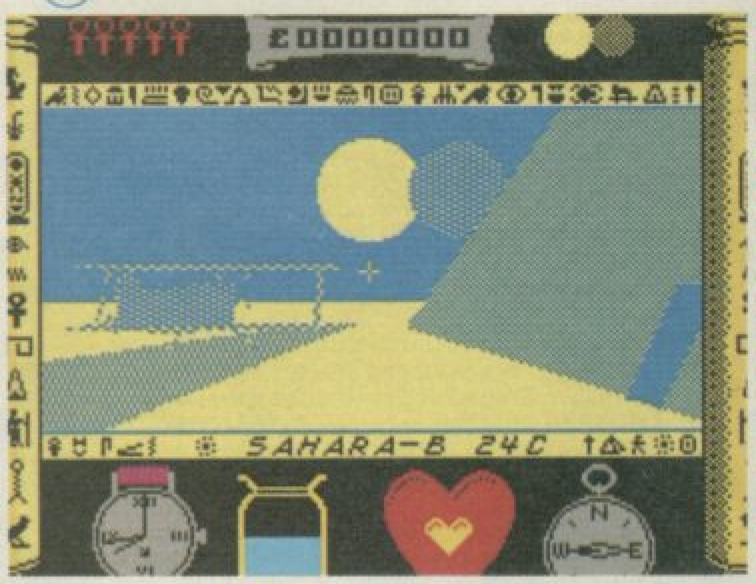
NOURISHING TIPS



Thunderblade

arcade adventure

NOURISHING TIPS

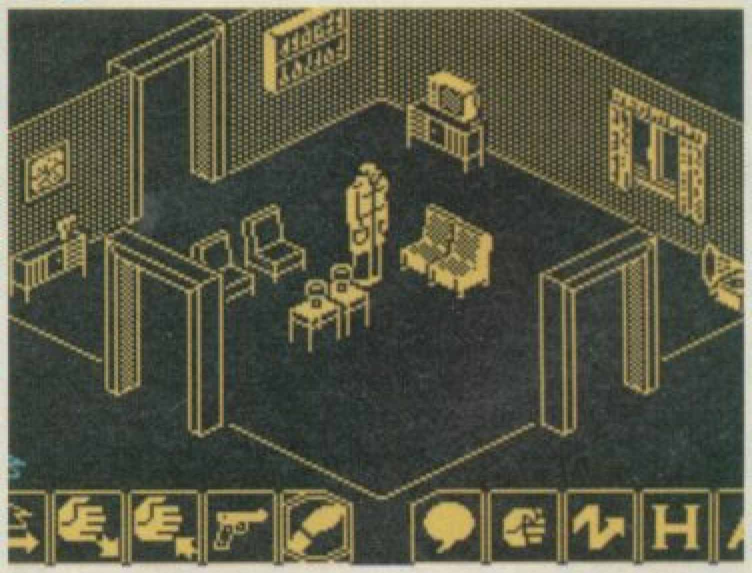


Total Eclipse

Part 3

arcade adventure

NOURISHING TIPS



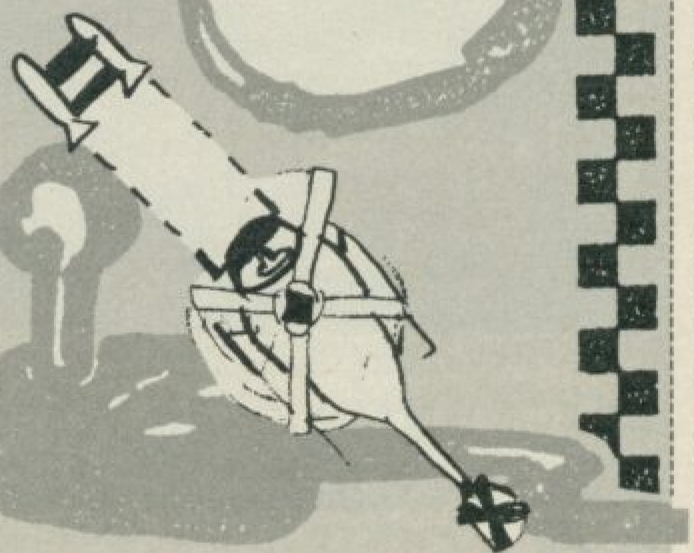
Movie

Thunderblade
By **Stephen Baker**

Here is a mega-cool cheat for *Thunderblade*. Load up the game and select your joystick. The screen will say:

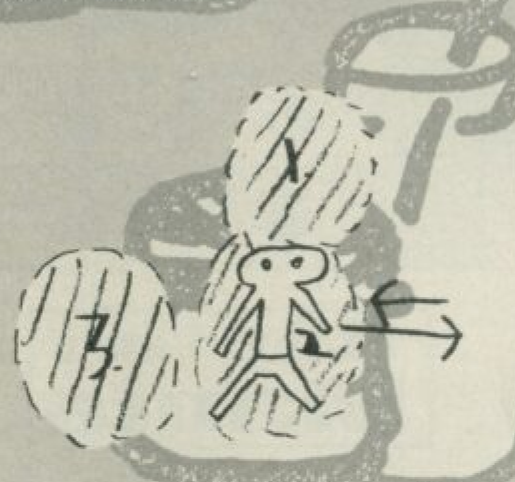
A Keyboard Speed Control
B Joystick Speed Control

Press G and O at the same time and the border will go cyan for a few seconds. Carry on as normal but when playing the game, press ENTER, and you will be able to skip the current level! It's good innit, eh?



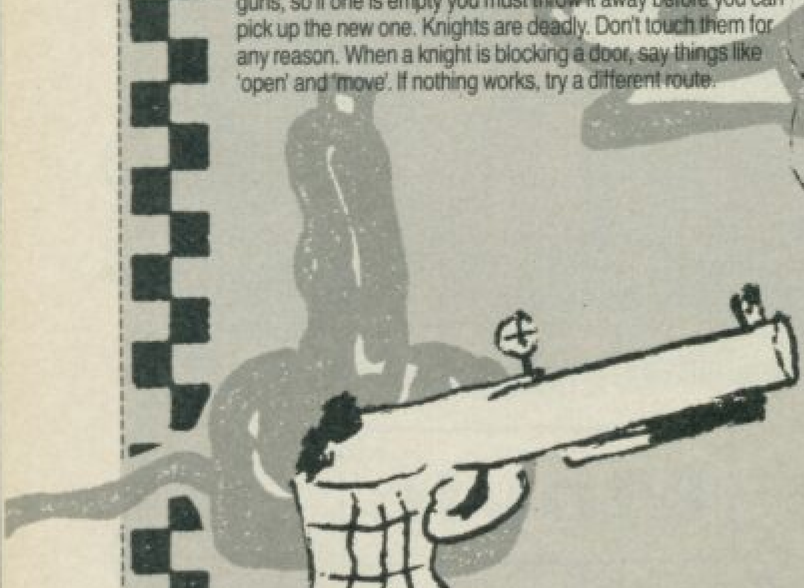
Repton Mania
by **Simon Tostin** and **Christian Waters**

When you come to any area which you want to go to but can't because a boulder will fall and block your way, position yourself by the left or right hand side of the earth then go under the boulder. Then go left and suddenly right to flick the boulder to the right. This needs practice, so try it out in unimportant areas so as not to bodge it up. Also remember that boulders will fall off diamonds or rounded walls if not supported. It is a good idea if you remember which transporters take you where. That way you won't go to an area you blocked off before. If a cage is in mid-air, try to move boulders so that it connects to a nearby wall where a spirit can get to it. Don't collect all diamonds straight away because one might be the vital line to a cage. So check before you collect it.



Movie
By **Stephen Baker** and **Chris Banahan**

When you're in a room with more than one bad guy, always keep moving but don't try to attack or kill him. Always keep to the walls and arrive at your destination quickly. When in a room with a bad guy, shoot him if he shoots at you, and punch him if he punches you. When in a room with a lady, talk to her politely and she may give you information. When she leaves the room, follow her. If she keeps leading you into danger, then make a note of where she began and avoid her. You can't carry two guns, so if one is empty you must throw it away before you can pick up the new one. Knights are deadly. Don't touch them for any reason. When a knight is blocking a door, say things like 'open' and 'move'. If nothing works, try a different route.



Total Eclipse (Part 3)
By **Alex Delicado**

11. PHARAOHS-B. Climb the altar and take the treasure. Descend. Shoot at the bottom slab of the altar. A doorway will be revealed. Go through to PHARAOHS-C. Take the treasure, go back to PHAROAHS-B. Take NW door. Look down, U-turn, shoot door, U-turn, descend steps. Take South door.
12. Descend steps. Turn right and go through door under steps to NEPHTHYS-A. Descend steps (forward, left, down, down). Take the steps behind the mummy.
13. RAMESSES -C. Take medium sized door to the right of the middle door. RAMESSES -A. Walk along ledge carefully to adjacent door. (This will bring you back to RAMESSES-A). Descend steps. Push block towards steps and then go through door under the ledge into RAMESSES-E. Shoot blocked door. Enter. RAMESSES-D. Walk through NE door into RAMESSES-B. Fill up water bottle and go out into SAHARA-B.

Retrace your steps back to the main door of the pyramid. Enter HORAKHTY-A, then B. Turn left and climb steps North. HORAKHTY-E. Climb steps by eye symbol. PHARAOHS-F. Take the South door into NEPHTHYS-F. Descend the steps and go through the door under the steps. Walk the ledge again and into NEPHTHYS-B.
14. Turn left to the end of the wall, then right. Go through the door into NEPHTHYS-A. Forward, left, down, down. Turn right and climb steps facing you. NEPHTHYS -C. NW, N, go through door into NEPHTHYS-E. Shoot the ledge. It'll turn. Walk on ledge until halfway across. Turn East, position yourself so you're facing the door head on. Look down, shoot ledge (it'll now swivel with you on it). Go through the door into NEPHTHYS-F. Turn right until you can see the cube on the floor. Take one step back and shoot it. You will now have made the match with the BIRD symbol. Return to NEPHTHYS -C via the ledge.

PRACTICAL POKES

Frazzled, sizzled and basically scorched,* David 'Maccaroni' McCandless *manhandles this month's vaults of POKEs...

You'll have to forgive me if this month's words tend to stutter a bit. I'm typing with one hand y'see. Reason? Well I kinda fell foul of my own pseudo-intellect. My printer broke down and I thought that I, with my vast all-encompassing knowledge of astro-physics and thermonuclear electronics (cough), could repair it.

Nope.

Stupidly, I had left the printer connected to the mains and so received a large electric shock for my troubles. A few sparks and a lot of pain left me with one burnt hand, and my ambi-dextrous typing ability down the tubes. (*Sob, sob. Ed*)

And the moral of the story? You don't have to be intelligent to work for *Your Sinclair*.

DARK FUSION

Here's a POKE for that Gremlin gem, that golden game... that er, winsome warrior... that, er, excellent, er, effort... that (*Stop alliterating, acne-face! Ed*). Cough, er, and here's the POKE for *Dark Fusion*.

```
10 REM DARK FUSION pokes
20 REM A GRAHAM TURBO MASON PRODUCTION
30 LET t=0: FOR i=23296 TO 23348: READ a
40 IF a<999 THEN POKE i,a: LET t=t+a: NEXT i
50 IF t<>5203 THEN PRINT "ERROR IN DATA": STOP
60 CLEAR 32767: RANDOMIZE USR 23296
70 DATA 243,221,33,0,128,17
80 DATA 247,3,62,255,55,205
90 DATA 86,5,48,240,33,0
100 DATA 130,34,56,128,33
110 DATA 36,91,17,0,130,1,30,0
120 DATA 237,176,195,0,128,205
130 DATA 86,5,175,50,13,120
140 DATA 201,5,62,60,50,231
150 DATA 150,195,144,150
```

DNA WARRIOR

Deoxyribonnucleic acid! That's what *DNA* stands for. And blinking brilliant is what **Graham Mason** stands for too. What a link! (*What a creep. Ed*)

```
10 REM DNA WARRIOR pokes
20 REM A GRAHAM TURBO MASON PRODUCTION
30 LET t=0: FOR i=23296 TO 23348: READ a
40 IF a<999 THEN POKE i,a: LET t=t+a: NEXT i
50 IF t<>5444 THEN PRINT "ERROR IN DATA": STOP
55 STOP
60 RANDOMIZE USR 23296
70 DATA 243,49,15,97,221
80 DATA 33,0,64,17,0,27
90 DATA 62,255,55,205,86
100 DATA 5,48,237,221,33,0
110 DATA 192,17,82,16,62
120 DATA 255,55,205,86,5
130 DATA 221,33,16,97,17
140 DATA 232,158,62,255,55
150 DATA 205,86,5,62,60,50
160 DATA 231,150,195,144,150
```

NAVY MOVES I & II

Most of the POKEs I get these days (computer POKEs I hasten to oo-er add) seem to come from the direction of **Graham Mason**. Not that I'm complaining of course, but are hackers a dying breed? Will they be extinct by the end of the decade?

```
10 REM NAVY MOVES PART 1pokes
20 REM A GRAHAM TURBO MASON PRODUCTION
30 LET t=0: FOR i=23296 TO 23336: READ a
40 IF a<999 THEN POKE i,a: LET t=t+a: NEXT i
50 IF t<>4857 THEN PRINT "ERROR IN DATA": STOP
60 RANDOMIZE USR 23296
70 DATA 243,49,129,100,221
80 DATA 33,244,63,17,12
90 DATA 27,62,255,55,205
100 DATA 86,5,48,237,221
110 DATA 33,110,100,17,125
120 DATA 155,62,255,55,205
130 DATA 86,5,48,241,175,50
140 DATA 3,195,195,227,183
```

```
10 REM NAVY MOVES PART 2pokes
20 REM A GRAHAM TURBO MASON PRODUCTION
30 LET t=0: FOR i=23296 TO 23336: READ a
40 IF a<999 THEN POKE i,a: LET t=t+a: NEXT i
50 IF t<>4786 THEN PRINT "ERROR IN DATA": STOP
60 RANDOMIZE USR 23296
70 DATA 243,49,154,102,221
80 DATA 33,244,63,17,12,27
90 DATA 62,255,55,205,86,5
100 DATA 48,237,221,33,155
110 DATA 102,17,100,151,62
120 DATA 255,55,205,86,5,48
130 DATA 241,175,50,19,211
140 DATA 195,76,204
```

VINDICATORS

No, not the Imagine title but the more recent Domark release involving lots of tanks and shooting and stuff. As always, **Graham Mason** is the culprit and he says he's open to any vindication any young girls would like to bestow on him, 8-9pm Thursdays.

```
10 REM VINDICATORS pokes
20 REM A GRAHAM TURBO MASON PRODUCTION
30 LET t=0: FOR i=23296 TO 23346: READ a
40 IF a<999 THEN POKE i,a: LET t=t+a: NEXT i
50 IF t<>5261 THEN PRINT "ERROR IN DATA": STOP
60 RANDOMIZE USR 23296
70 DATA 243,49,24,121,221
80 DATA 33,0,64,17,0,27,62
90 DATA 255,55,205,86,5,48
100 DATA 237,221,33,125,127
110 DATA 17,3,128,62,255,55
120 DATA 205,86,5,48,241,223
130 DATA 33,0,64,17,0,27,62
140 DATA 255,55,205,86,5,48
150 DATA 241,175,50,206,148
160 DATA 50,29,148,195,2,144
```

SANXION

Yep, that Commodore 64 (vom) conversion worked well on the old rubberised spark plug. Programmed by a friend of mine, David Thompson, incidently. But it's **Graham Mason** who's hacked it.

```
10 REM SANXION pokes
20 REM A GRAHAM TURBO MASON PRODUCTION
30 LET t=0: FOR i=23296 TO 23370: READ a
40 IF a<999 THEN POKE i,a: LET t=t+a: NEXT i
50 IF t<>8793 THEN PRINT "ERROR IN DATA": STOP
60 CLEAR 32767: RANDOMIZE USR 23296
70 DATA 221,33,0,128,17,17
80 DATA 0,175,55,205,86,5
90 DATA 56,0,128,254,3,32
100 DATA 237,221,33,0,253
110 DATA 17,0,27,62,255,55
120 DATA 205,86,5,62,201,50
130 DATA 17,252,205,0,253,33
140 DATA 49,91,34,216,253
150 DATA 195,128,253,33,255
160 DATA 252,17,255,255,1,1
170 DATA 160,237,184,175,50
180 DATA 232,142,49,255,95,253
190 DATA 33,58,92,251,195,0,96
```

STREET GANG

The indominable **Tefal Men** are back this month with a quickie (oo-er) for *Street Gang*.

```
10 REM STREET GANG pokes
20 REM A TEFAL MEN PRODUCTION
30 CLEAR 32767
40 LOAD ""CODE 65024
50 POKE 65340,88: POKE 65341,49
60 FOR f=23296 TO 23302: READ a: POKE f,a: NEXT f
70 DATA 175,50,88,153,195,0,130
80 RANDOMIZE USR 65024
```

SCROLLING CREDITS

This month's crowd of cerulean people with problems and previously published POKEs were **Carl Green, Matthew Clarkson, N Johnson, Tracey Flavell, M Graham, D House, Michael Alexanda, David Arro, Simon Tomson** and **Russell Hart**.

CHEERIO

Well, that's it and it's taken me an hour to type this single-handedly (what a pun!) but of course my job would be made easier if you were to m'envoyer all your multiface hacks, cracks and POKEs to me, David McCandless, at *Your Sinclair*, 14 Rathbone Place, London, W1P 1DE. Until next month, cheerio!

MULTIFACE CORNER

This month's Multiface-ettes are that dynamic duo **Simon Dailey** and **Frank Philbin**. Take it away, guys.

GAME	POKES	EFFECT
DRAGON NINJA	43455,8	REPULSION
R-TYPE	37452,0	LEVELS
RENEGADE 3	38500,0	LIVES
	39095,0	TIME
SALAMANDER	38498,0	IMMUNITY
	35616,0	FIREPOWER
	38592,0	BOMBS
SAS COMBAT	33034,0	LIVES
STREET GANG	39254,0	LIVES

TIP O' THE MONTH

CAPTAIN BLOOD

Haw hee haw hee haw... es zat ze French way of saying, ow you say, ello, 'ow are you, my old cock? What is zis? *Ra-ra-pi-do* or somesing? Non, it is not. It is the, 'ow you say, TEEPSHOP. (*"Tipshop." Ed*) I can't keep up that silly French accent any more. Which brings me very stupidly to French software house Exxos and its game *Captain Blood*. (*I thought you'd never get there! Ed*) With many thanks to **Ken Pedelty** and **Craig Smith** (who did the pictures), here we have some tips for this frankly incomprehensible game! Off you go, my little frogs legs...



"● Izwals are quite stupid, although they know most words. Not very helpful. Yoko comes from the planet Bow Bow. Find his father, Maxon, because he becomes more helpful. Ask him for the Sinox Code!



● Croolis Ulves are extremely double-crossing and warlike. If they ask you your name do not say Croolis Vareux. They want to destroy all Croolis Vareux planets.



● Croolis Vareux hate the Ulves and want them destroyed. Do not trust them. They are generally unhelpful.



• Buggol wants you to vote for Morlok. He can give you a lot of information and is very intelligent. Keep talking to him. He wants to kill Yukas.



• Yukas is of average intelligence, though not very informative. He wants you to kill Morlok, though it's best not to.



• Migrax is very intelligent if somewhat stubborn. He wants to travel, meet Ondoyante and go to the planet Mind.



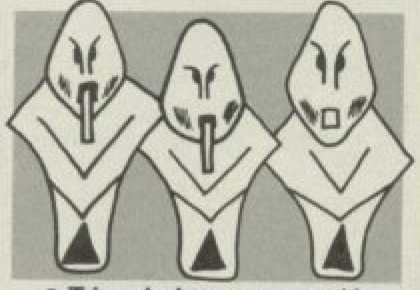
• The Trauma Ondoyante is not very helpful at all and hard to get any information from. In fact, she hates blood. Try Torka, her sister, instead.



• The Torka Ondoyante is another kettle of fish, needing a handsome male to reproduce with. (*Is this a family show or wot? Ed*) And she's got her eyes on you, boy! She also wants to find her friend Tubular-Brain, and, if you do all these things she asks, she'll give you that vital info.



• Tubular-Brainers are well weird. They speak mainly in numbers, although they do occasionally talk normally. You have to wait 'til a preset rendezvous time before you can get anything out of them. Get straight to the point when you talk.



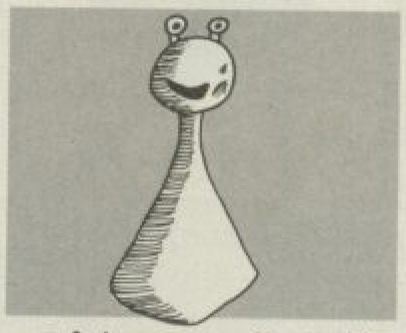
• Tricephals are unusual in that they say things in threes. The first thing which they want you to do is find Entrax, a Sinox geneticist, who will then work on the Robheads. Tricephals are quite clever and understand most words. The main thing is to be persistent.



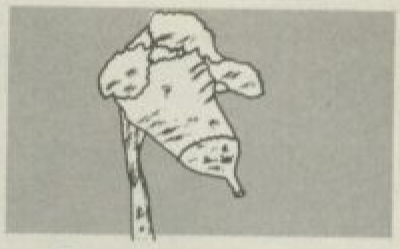
• Robheads are not very intelligent and bear grudges. They often have useful info which they will only tell if you help them. Find a geneticist (Sinox?) who will help them. Try to be double-dealing.



• Sinox are very clever indeed, though slightly stubborn. They will only talk to you if you give them a code. You have to find this out in each game. They can give some helpful info if you treat them right. It's just a matter of knowing what to say.



• Antenna are quite stupid as they don't understand many words, therefore aren't much help. It's difficult to have a proper conversation (I still haven't been able to work out what they want).



• Tromps are really rather useless. They can only understand a few words and talk mostly about sex. (*Fine by me. Ed*) They often suddenly decide that they want to be teleported for no obvious reason.



• Kingpaks are absolutely stupid! They only understand two or three words, and spend most the time insulting you. What they really want is a race to another planet, generally Ondoya which is where Torka lives. As soon as the Kingpaks give you the co-ordinates break off from the conversation. Hyperspace to the planet and hyperspace straight back. (To speed up the landing sequence, press ENTER. You should win.)



• Numbers are no real problem. Three and four are the most helpful, so try and get as much information as you can. They don't want to be killed (*Who does? Ed*) but you must disintegrate them anyway. They will automatically agree to teleport. They understand most words.

?	YES	ME	HOWDY	GO	TELE-PORT	LIKE	KNOW	PLAY	RACE	HELP	LAUGH	FEAR	FREE	PRISON	TRAP	FOR-BIDDEN	IMPOSS-IBLE	INFOR-MATION	→
NOT	NO	YOU	SEE YOU	WANT	GIVE	SAY	STRAN-GER	SEARCH	VOTE	DISARM	SOB	DESTROY	KILL	PRISON-ER	DANGER	RADIO-ACTIVITY	BOUNTY	JOKE	

RENDEZ-VOUS	URGENT	MISSILE	FRIEND	MIND	WAR-RIOR	SCIENT-IST	SEX	MALE	IDENTITY	RACE	SMALL	STRONG	BRAVE	BANA-NAS	INSULT	PEACE	OORXX	KING-PAK	→
TIME	IDEA	CODE	ENEMY	BRAIN	PRESI-DENT	GENETIC	REPRO-DUCTION	FEMALE	POP	DIFFER-ENT	GREAT	BAD	GOOD-LOOKING	POOR	CURSE	DEAD	TROMP	ROB-HEAD	

CROOLIS-VAR	IZWAL	ANT-ENNA	TRI-CEPHAL	YUKAS	ONDO-YANTE	TUTTLE	YOKO	BLOOD	SHIP	HOME	TRAUMA	ONDOYA	ROSKO	ULKIAN	HOUR	=	0	2	→
CROOLIS-ULV	MIGRAX	BUGGOL	TUBULAR BRAIN	SINOX	NUMBER	MORLOCK	MAXON	TORKA	CONTACT	PLANET	ENTRAX	KRISTO	CORPO	BOW-WOW	CO-ORD INATE	/	1	3	

4	6	8
5	7	9

DICTIONARY

• Icons which are blue on the screen dictionary cannot be used. The aliens only understand the black ones.
• Say 'Code Information Help' to find the whereabouts of other aliens.
• Try teleporting aliens onto a deserted planet to get more information.
• Only disintegrate the Numbers, as nothing can be gained from frying other aliens.
• When flying an Oorxx over a planet which has has homing missiles, just bump into a mountain to stop the red lines from meeting.
• If an alien breaks off a conversation, press the 'R' icon to return and carry on.
• It's almost impossible to get anywhere once Blood's hand starts to shake, so you must absorb one of the Numbers as quickly as possible.
• If you're not getting anywhere with the aliens by being nice, then try to threaten them. It usually works as a last resort.
• Only intelligent aliens have defence systems.
• Visit all aliens, as some may ask you about the others.
• The aliens cannot harm you physically in any way.
• This isn't really a tip but... er... slobber... At the end you get a picture of Torka lying naked over the control panel!!!"

WHAATTT?!! I dunno, these French froggies. They don't know the meaning of the words "keep your clothes on, ducky" do they? Thanx Craig and Ken for that wunnerful tip...

Dear oh dear, this mailbag (clunk) is getting heavier (clunk) and heavier (clunk) and even harder (clunk) to pull up these 15 flights of stairs (clunk). Phew! Done it. Now the main thing is to make sure I get the door open before the bag topples over and... whoooaaaaa!! (clunkityclunkityclunkclunk)... falls all the way down again. Blast.

SPELLBOUND

"More next month," I said last month, so here goes for this month.

Q: How do you get past the Gas Room?

A: Cast the spell Fumaticus Protectium. To do this you must have the red herring and the power pong plant. That makes you immune.

Q: How do you get over the wall on the fourth floor?

A: Summon Thor to the wall and command him to help — he will throw a lightning bolt. Get trumpet and give it to Elrand. Command Elrand to help in the fifth screen on the second floor, and he will blow the wall down. Pick up the brickwork (two pieces) and go to the wall on the fourth floor. Drop one piece, jump onto it, then drop the other. Now you can get over the wall!

Q: How do you get the fuse off Lady Rosemary?

A: You can't. Give her the laser instead.

Thanks to all the people who wrote in with the answers to these and last month's *Magic Knight* puzzlers, and especially to the two clots who wrote in forgetting to sign their letters. Take those brains out and give them a polish! (Drop me a line and I'll namecheck you both next month.) Thanks also to **Paul Gavine** and **Mark McGregor**, and to **Jason Yip**, whose superb solutions and maps to all the *Magic Knight* games (I'm sure we'll be needing those in the months to come) win this month's three spanky new games!

KNIGHT TYME

In fact I'll use Jason's solution right away to help **Jason Watt**, gamesnagged on the second of the trilogy, *Knight Tyme*. "How do you get the photo on the blank ID card?" he asks. No probs. Give the camera and film to Klink, take off your cloak of invisibility and command him to help. Then take the photo off Klink, the glue off S3E3 and turn right. Command Derby IV to help, then pick up the ID card. It automatically goes valid.

FINDERS KEEPERS

Another old fave of this column, and one that **Richard Parkin** has been having particular probs with. "How do you get to the gold door?" he wails.

Relief arrives from smutbucket **John Robertson**, whose honk-filled missive I quote in full:

"Well, first you go to the cold upper maze, to the bottom left and down the hole. You will be magically transported to the bottom left of the Level One maze. So follow the wiggle monster until it goes back on itself again. From then on go left and you'll soon get to it, but never set out without £200 in cash 'cos you'll have to trade that for the Transmat key, awight?"

Awight. Woss next?

FOOTBALL DIRECTOR

Well, it would be, wouldn't it? In fact, I've just had a letter from **Matthew Hayes**, who is "very (x1000) stuck" on the game, and signs himself "Yours stuckfully". Oh yes, and another one from **R Gray**, who would be ever so grateful for infinite cash. (Wouldn't we all, R?) By an amazing coincidence I've also had a letter from **Ben Hart**, who has refined the cheat on this corky game even further.

"That I have, so listen quick. First, LOAD "4", the eleventh block in the program (it's just after "3" and before "2"). Add the cheat program making sure you use the same line numbers as given. Save this off onto a blank tape with SAVE "4". Now rewind *Footie Director* and load it in as usual, but as it reaches the eleventh block, whip the tape out, bung yours in, load the bumper cheatoid copy of "4", put *FD* back in again and start the cassette.

DR. BERKMANN'S CLINIC

Even more expert help for the games-afflicted

"Whenever the main menu appears, you can simply call up any of the four (yes, four) cheats by looking at the injury list! Skill, eh?

"Oh, and by the way, to get the Easy Level cheat to work, you also have to change the level on the other options menu. When selecting a cheat mode, make sure you type in a number, or the game will reset. Also, the European tour is just for fun. Don't try this after a hard fought game as it'll probably crash!

"Here's the listing:

```
341 PRINT "1 Easy level" ' "2 More dosh" ' "3 Alter a player's skill" ' "4 European tour": INPUT c: IF c=1 THEN LET AB=-1 342 IF c=2 THEN INPUT "How much extra dosh?"; e: LET AI=AI+e 343 IF c=3 THEN INPUT "Player No."; p: INPUT "Player's new skill?"; n: LET H(p)=n
344 IF c=4 THEN CLS: GOTO 600
```

"Howzabout that then?"

Very neat indeed. Still no tips on *FD II*. Any takers?

R-TYPE

A quickie here. **Chris Lloyd** (same geezer) was also glued up on Dunc's fave zap 'em up. "How do you pass the snake thing on Level Two? "Simple," sez **Chris Delahunty** (wot, again? Is there no limit to this man's knowledge?). "To kill the snake, shoot the round bits. To kill the mega-nasty, shoot the glowing blob." Poetry, sheer poetry...

BON OEUF

Bonjour, mes petits landmines. Et maintenant c'est l'heure pour le Bon Oeuf du Month (quick, look it up, someone). Blast, I'll never carry this off (too bloody heavy, for one thing), so let's hear instead from this month's Egg of Eggs, **Gareth Pichford**, otherwise known as the Ellesmere Port Elf.

"Yo, Dr B! I'm offering my services on *Star Raiders II, Escape, Ghostbusters, Bratt Attack, Split Personalities, ESB, Roadblasters, Streetfighters, Mickey Mouse, Starquake, Wizball, Arkanoid, Yie Ar Kung Fu, Short Circuit, Frankie, Great Escape, Strike, Ace Of Aces, Mailstrom, NOMAD, Cosmic Wartoad* and more for the price of an sae. Anyway, see ya, and may the power pack of your Spectrum never fuse out until the Amiga drops in price to £199."

The traitor!

HAYLP! HAYLP!

Clinicians from across the galaxy line up to tell us about their very own gamesnags...

The Elf has his own small problemette, with *Movie*. "Too right mate. What do you do with the thingy in the church?" But he's got nowt on **F V Harper**, who has literally squillions of queries on this oh-so-boffo *YS* cover game. Such as, F V?

"1. How do you move the suits of armour blocking the doors? Is there a password — and if so, what is it?

"2. Can you get through the walled-up door?

"3. Can you get into safes? If so, how?

"4. How can you tell the difference between Tanya and Vanya? Every girl in the game seems to get me in trouble."

Better than the other way round, F V. He also asks whether anyone else has had random crashes in the game, and has also punched a baddie, only to see him turn into a grandfather clock. Gasp!

Now the quickies.

Bary Neeson asks "How do you get past the dried-up swimming pool in *Pacland*?"

Andrew Tulloch wonders how, "In *Back To Skool*, how do you get the frog into the cup?"

John Armstrong exclaims "On the first stage of *Rambo III*, I can't find the rubber gloves, the gun or the explosive arrows! Plus I can't get through the electric door. So I can't complete the stage. Please help me!"

And **Richard Swann** boasts "I've got to the end of *Bionic Commandos*, where I have come across a small guard. How do I kill him?"

So that's all for this month. Remember, if you have the answers to these questions, or have gamesnags of your own (specific ones, please, rather than just "Can you help me on *Return Of The Edible Shoetrees* please?"), write to Dr B, *YS*, 14 Rathbone Place, London W1P 1DE. There's a badge for everyone mentioned, and three bonzer new games for the best complete solution of the month!

The Running Man

Well, if it ain't another game based on an Arnie Schwarzenbraunengrunenblau-enegger film! Still, a licence is a licence, especially if it's based on a Stephen King book, eh? I recommend you read the original story by the way. It beats the poop out of the movie. You'll find it under Stephen King's pen name, Richard Bachman. CHECK IT OUT! Okay, here's the tip, this time from **Marcus Taylor**. Hit it, Mac.

"• Dogs — These can be a real pain in the bum sometimes. Try jumping over 'em and legging it or kicking them in the mouth. The latter is best because you get some energy back.

• Sub Zero — This guy's not too hard. All you have to do is run straight at him jumping the pucks, leap past him, turn around and kick him up the bum. Repeat this until he dies.

• Buzzsaw — For this guy you're better off with the metal bar. Try to get behind him and slap him with it until he dies.

• Dynamo — The hardest of the lot. If you want to blow the fuse on this scumbag you'll need the weapon that looks like an Olympic torch. Duck and jump over the electric bolts, get behind him and hit him to your heart's content. Or at least until he runs away or dies.

• Fireball — No sweat. Just duck under the flames, beat the hell out of him or throw the brick at him.

• Guards — These appear in the last level. What you have to do is pick up the gun and waste them. Just watch out for their bullets. Quite simple really.

• After all that hard slogging you'll come up to Killion. All you have to do is kick him until he dies.

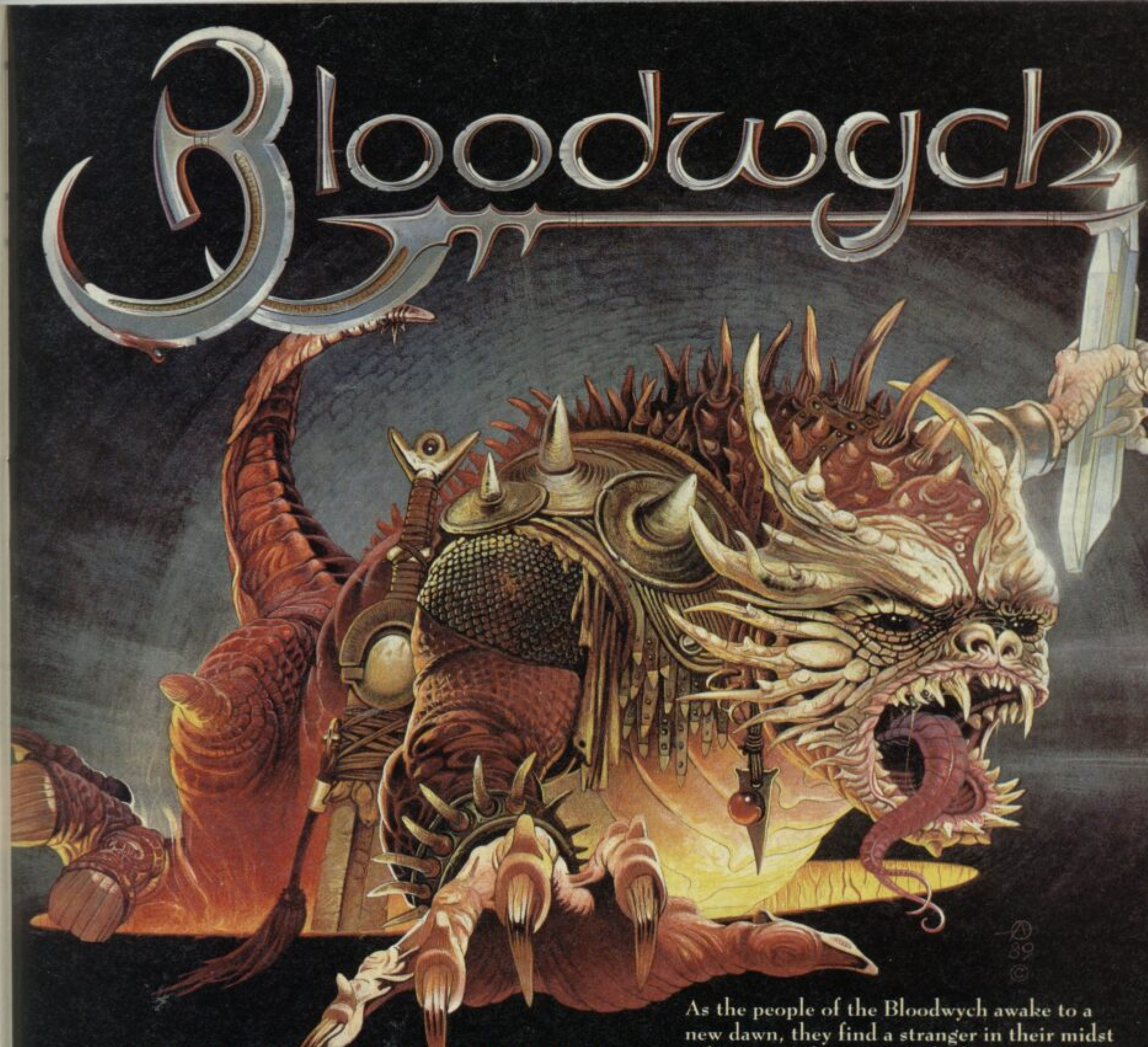
That's it, bye for now!"

Yo, dude, you enjoyed all that, didn't you? Chill out, you def and generally *rad* old sausage.

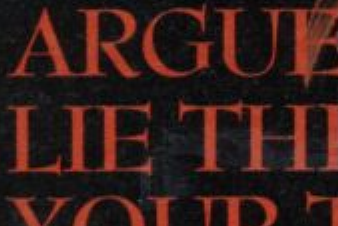
And so two bob...

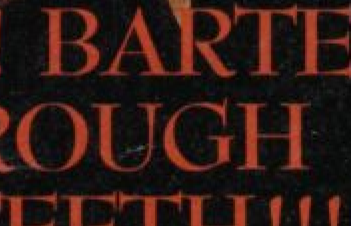
Yes, folks, that's my moolah's worth. And, believe you me, I don't feel short-changed. So, if you want to get me back, why not write me some hints, tips or maps and send them to Phil Snouty, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And if you're really lucky I'll send you an I've Got Big Tips badge. Otherwise I'll just smack you in the gob with a sock full of horse manure. (Har-dee-har.) See you further down the road, snot fans.

Bloodwych



ARGUE! BARTER! LIE THROUGH YOUR TEETH!!!





Atari ST Screen Shots

Amiga	£24.99
Atari ST	£24.99
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Sean As anyone with half a brain will tell you, Hewson is perhaps the only company whose ability to consistently release quality material is unquestioned. Everything it releases seems to either become a Megagame or make it into the 70s and 80s. So, when I was asked to review a compilation of Hewson material, I didn't need to be asked twice. Armed with a flask of coffee, and four packets of Custard Creams, I locked myself away and set to . . .

Nebulus

Nebulus is easily the best game in this package. The idea is simply to climb to the top of a revolving tower by means of stairs, lifts and doorways, whilst avoiding the many obstacles put in your way. No screenshots can do justice to this game, which I'm still playing for hours a day, a week after getting it. A simple idea, excellently programmed, it was megagamed on its first release, and is still worthy of such glittering status even today.

'89 rating: 92°



Sure is tough at the bottom, but practically impossible further up!

Zynaps

The out and out shoot 'em up of the package, so forget the scenario. A horizontal scroller, complete with all the usual features, including the now obligatory 'power up' option. No more than visually and sonically competent, it has dated somewhat since its release two years ago, and doesn't really measure up to the *Cybernoid*s and *R-Type*s of today. Still not bad, though.

'89 Rating: 60°



Blam! Blam! Scroll! Scroll! And er..... that's it.

Netherworld

You are trapped in another world completely different from the one you know, so you collect diamonds to pay for your passage through the various teleports to ultimately reach home. It's an unspectacular maze game which, although competent, has a 'not quite finished' look about it. Not bad, but certainly not good by Hewson's standards.

'89 Rating: 61°



Even attractive graphics can't hide the fact that this is a straightforward maze game.

Impossaball

This game, written by John Phillips of *Nebulus* fame, again consists of a simple idea excellently executed. You must bounce a ball along the corridor of death, destroying all the cylinders you encounter, whilst avoiding all those electrical fields, spikes and stuff. Not quite Megagame material today, but still a worthy game.

'89 Rating: 82°



Better watch out for those vicious spikes.

Ranarama

Like an idiot you have turned yourself into a frog. You must work your way down the dungeons, getting rid of all the warlocks you've let in by defeating them at ritual combat and thus increasing your own spell and physical strength. *Gauntlet*esque game with excellent and colourful gameplay, and more depth than most of its competitors.

'89 Rating: 87°

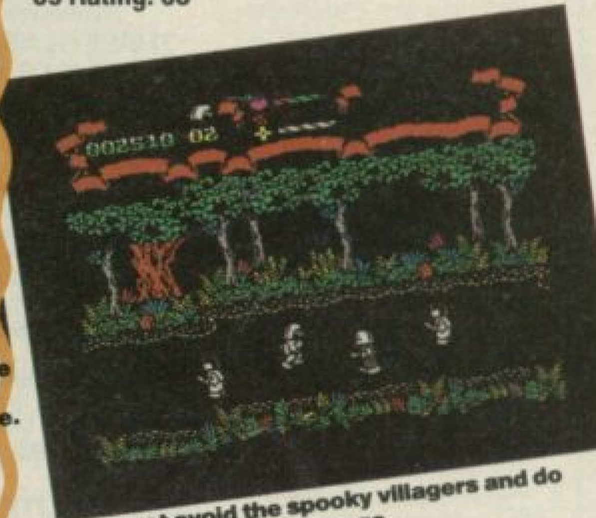


Each room will only be revealed when you enter it.

Firelord

You must seek out the sacred Firestone and return it to the dragon's safekeeping. This involves charging round a ginormous village and trading with the occupants of various houses for things like food, magic spells and an A-Z. A fairly bog standard, maze-type game, although the trading element, with its ability to cheat, does add novelty and some depth.

'89 Rating: 63°



You must avoid the spooky villagers and do some trading as you go.

Although a couple of the games are a little old now, and some of them have appeared on compilations before, this is still an excellent selection. There's enough here to keep the most ardent of gameplayers occupied through most of the long summer evenings, and possibly beyond. If you haven't already got three or four of these games, then this is certainly worthy of consideration. If you haven't got any of them, either hang your head in shame and wear a brown paper bag for a week, or go to your local software emporium immediately and buy it.

final verdict

LIFE EXPECTANCY	GRAPHICS
94°	85°
INSTANT APPEAL	**ADDICTIVNESS**
88°	90°

Diagnosis

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YS PERSON

Are you shunned by the rest of the human race? Or perhaps so popular that you never even get time to go to the toilet? From pessimist to optimist, from hermit to 'party animal' (and more), find out what you are, and why you're what you are, by answering the questions on these pages, then checking the scores. We've all done it (oo-er), and our results (and souls) are bared (a bit) before the lot of you.

TEST ONE — THE SINKING SHIP

You're the lone survivor of a sinking ship in the middle of the Pacific ocean. There's a deserted island in the distance, one servicable lifeboat and plenty of time for you to pick eight of the many items on board your stricken vessel to take to the shore. Since the island is uninhabited you'll be totally on your own. You have no idea how long it'll be before you're rescued, if ever. Pick your eight items, make a note of their respective numbers, then read below for a character judgement.

The items on offer

1) An electricity generator; 2) A bathtub; 3) Five jars of marmite; 4) A spade; 5) A fridge; 6) A saw, a hammer and some nails; 7) A Speccy; 8) Loads of bits of thick polythene; 9) Loads of bits of thin cardboard; 10) 20 boxes of matches; 11) A radiator bleed key; 12) A ball of thick string; 13) Some snazzy shorts and a pair of shades; 14) A fishing rod; 15) An umbrella; 16) Various bags of vegetable seeds; 17) An elderly diseased warthog; 18) A sleeping bag; 19) A small plaster bust of Paul Daniels; 20) A telescope.

HOW YOU SCORED
Mostly Even Numbers (Seven Or More)

Blimey, you are a logical old Hector. You think things through quite thoroughly, sometimes to the extent of being a bit of a boring old fart in fact. You're fairly solid and reliable though, which is a point in anyone's favour. *SUMMARY* — Reliable, think things through before acting them out but a bit on the boring side. Loosen up (maaan).

Mostly Odd Numbers (Seven Or More)

By jingo, you're a bit of a prat aren't you? You'd survive on a desert island for about 12 minutes. You're probably rather scatterbrained and tend to think with your heart rather than your head. *SUMMARY* — You're a bit of an emotional time-bomb, are probably a very nice person — but at the same time a little bit of a useless one.

Even Mixture Of Odd And Even Numbers

Crikey, you're ever so slightly bonkers! You've probably got loads of chums though — for some reason people who are one brick short of a full load are quite popular. *SUMMARY* — You've got kangaroos in the top paddock (that's Australian for barmy). Stay away from sharp objects.

Did You Choose Number 19?

Then you need psychiatric counselling!

TEST TWO — YES OR NO

All you have to do is answer Yes or No to the following questions.

1) Have you ever pulled the legs or wings off an insect?
2) Imagine you're driving a beaten up old Mini, and a 'well heeled gent' in an F registration Mercedes is trying to get onto the busy road in front of you. Do you let him pull out?
3) If you see an elderly person trying to cross a very busy road, do you walk gleefully by and leave them to get on with it on their own?
4) If you see someone less fortunate than yourself, do you think "Ho ho! I'm glad I'm not him/her"?
5) Have you ever put a hamster in a microwave and set it to defrost for eight minutes?
6) Have you ever pretended, to a friendly, trusting dog, that you had a 'tasty treat' enclosed in your hand, when really you had nothing whatsoever?
7) Have you ever deliberately given a foreigner (or anyone) totally wrong directions to a place they're desperate to get to, and not felt the slightest bit of guilt when they thanked you profusely?

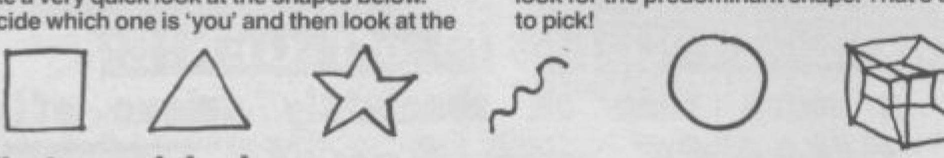
Count up your YES answers and check the relevant line.

Answers

0: Crikey, what's your name — John Boy Walton?
1: Gosh, you're really a nice person — or maybe a liar.
2: Hmm. That's probably about right. You're fairly 'normal'.
3: You're just a little bit of a meanie!
4: Got a vindictive streak, haven't you?
5: Cruelty comes quite easily.
6: Bit of a 'bar steward'!
7: You ought to take up painting and decorating and move to Austria.

TEST THREE — PSYCHE SHAPES

Take a very quick look at the shapes below. Decide which one is 'you' and then look at the results. If you really can't decide, then it might be worth taking a look at the notepad next to the telephone — there are sure to be doodles on it somewhere. Find one of your doodles and look for the predominant shape. That's the one to pick!



What you picked

If you chose **the triangle** then you're in luck! This is the choice of most successful people (mind you, Gloria Hunniford's quite 'successful', so maybe it's not that brilliant). You know where you're at, where you've been and where you want to go. With your precision, perfectionism, quick mind and communicating skills you should go far. You're probably a tad on the boring side though. (Can't have everything, can we?)

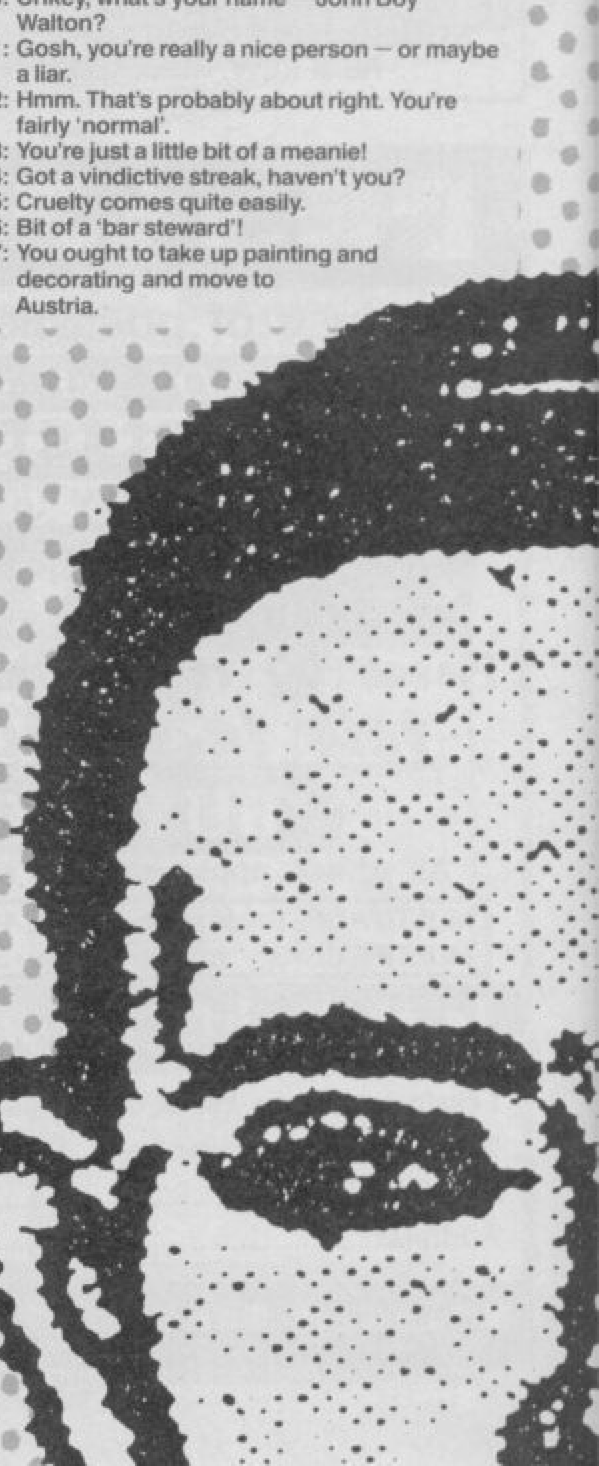
If you chose **the circle** then you're a bit wet. All a bit emotional and wibbly round the edges. It's the shape the bloke from *Little House On The Prairie* and *Highway To Heaven* would probably have chosen. Basically you're a little bit of a sap. Quite 'nice' though.

If you chose **the square** then you're one of the most yawnsome people on the entire planet. You analyse a problem and break it down into miniscule particles, examine them, and then break each of the miniscule particles down into even smaller sub-particles and examine them as well before making a decision — even for a problem as mundane as 'Shall I have another bowl of Sugar Puffs or not?' You're reliable though — dull and reliable!

If you chose **the squiggly line** then you're always in a hurry. You get bored every eight pico-seconds and have to constantly find new challenges. You may be incredibly enthusiastic, but your 'ants in the pants' chopping and changing attitude to life means you'll probably turn out to be a jack of all trades, master of none. You're quite good fun at parties and you can put up quite a steady(ish) shelf (if called on to do so). Basically, you're one of life's 'slightly useful' people.

If you chose **the star** then, boy, are you annoying. All sort of loud and excitable. A bit like a cross between Sue Pollard and Barry, the 'barrer boy' from *Eastenders*. Why don't you shut up for a few hours and give the rest of us a break, eh?

If you chose **the tesseract** then you're really, really, really, (really) weird. Weird to the spookth degree, in fact. For those who don't know, a tesseract is a fourth dimensional 'hypercube'. Not the kind of shape us 'normal' folk dwell upon at all!!!



YOUR CHANCE TO FIND OUT WITH THE
ALITY TEST!

TEST FOUR – IT'S IN THE PICTURE

Grab a bit of paper and a pen and quickly draw a scene containing **a house**, **a tree**, **the sun**, **a snake**, **some water** and **flowers**.

Now analyse your drawing, refering to the points below.

The house represents how you see yourself and the windows reveal how open you are. Count your windows. The bigger and more numerous, the more honest and open you are. None at all? Blimey, you're a birrova 'secret squirrel'. If you've put a TV ariel on the roof, you're quite a receptive sort of cove. If there's a chimney alongside it you might have pent up frustrations which you'll need to vent sooner or later. And if there's smoke coming out of your chimney, you're probably a little on the n-n-nervous side.

The tree represents your old mum (*"Eh, not so much of the old." Squillions of mums throughout the land*). Compare the size of the house (you) to the size of the tree (mummy). Does the tree positively tower over the house? Then, me ripe 'nana, you're a little bit dominated by her. That, or you just look up to her.

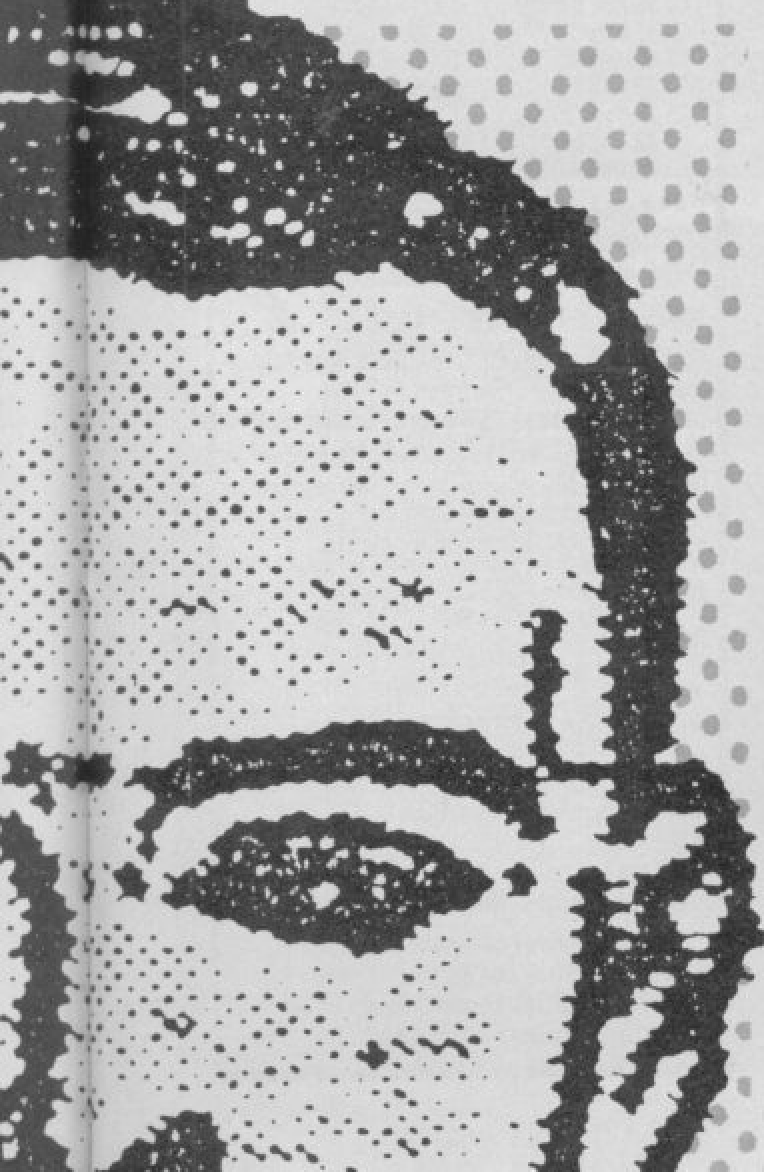
The sun represents your father. How high is it above the house and the tree? The higher it is, the more dominant a role your father plays in the family. The position of the house and the tree in relation to the sun is meant to be quite important – if the sun and tree are very close together then you feel your parents have quite a close relationship. If the house is between the sun and the tree then you may feel you're caught in the middle of a battle between them (or you're just second in the queue for the bathroom).

The snake's a goodie – it represents how you see your own sexuality. If it is quite short it means you've got a tiddly... *(Enough of that. Ed)*. Erm, if the snake is quite short it means that you're not particularly interested in sex, while a longer one shows more interest and less inhibition. If the snake is jolly looking then you're a bit of a flirty type – if it's scary then you find the prospect of sex a bit frightening. The further away from the house the snake is, the keener you are on sex. However – if it's right by the house (or in it) you might even be a virgin! (Get your rubber out, delete it, and move it away from the house quickly – before anyone sees).

The water is your emotional state. The more water there is, the more emotional you are. If you drew a moat surrounding the house then you're swamped by your passionate nature. A stream means you're hard on the surface but wibbly underneath. A pond means that you keep your emotions firmly in check.

The number of **flowers** you've drawn is meant to indicate the amount of people you feel really close to. One particularly large flower means you have a 'best friend', 'chick', or (if you're a girl) a boyfriend.

OKAY, THE GAME'S UP! HERE'S HOW WE DID...



Matt



Test One – Five even, three odd. He's a bit dippy in the head – he took the brolly. What a clot.
Test Two – Four yes's. Ooh, that vindictive streak!
Test Three – The tesseract. Yup, he's really, really, really (really) weird.
Test Four – He's quite good chums with his mum, his dad's rather dominant, he keeps his emotions to himself. He's got three 'special' friends, and is, on one hand, a birrova sexy devil, on the other, a bit of a 'sexual scaredy cat'.



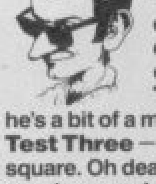
Jackie



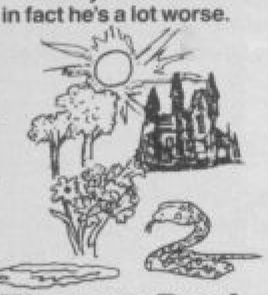
Test One – Four odd, four even. Our Jackie's totally barmy. About as logical as a Sainsbury's carrier bag.
Test Two – All no's. Blimey, a paragon of virtue – or a fibber.
Test Three – The tesseract. Or in her own words – "the very complicated looking square thingy". The girl's totally gone.
Test Four – Erm, blimey. Erm, is that the snake? That squiggly thing? Um. And what on earth's that? Um. Errrrrr... let's pass on this one, shall we?



David



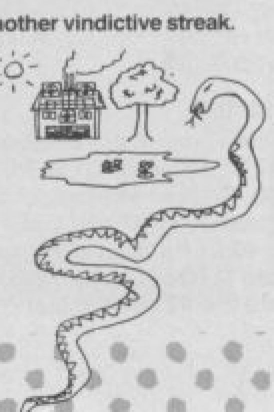
Test One – All even. What a logical chap. Odd that – you wouldn't expect logic from someone who owns a Triumph Herald.
Test Two – Three yes's. Looks like he's a bit of a meanie, but in fact he's a lot worse.
Test Three – The square. Oh dear. Mind you, he spends weeks taking his car to bits, and then more weeks taking all the bits to bits, so it's quite an accurate choice.
Test Four – Oo blimmin' er. Doctor, doctor – someone get a doctor!!



Andy (The new Prod Ed)



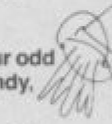
Test One – All even. Another Mr Logic – mind you, he had seen the answers before doing the test, the scamp.
Test Two – Four yes's. Another vindictive streak.
Test Three – The triangle. He's going to be as successful as Gloria Hunniford.
Test Four – Yikes. Judging by the size of that serpent it looks like Andy might well find himself doing a six year stint in Rampton High Security 'Hospital'.



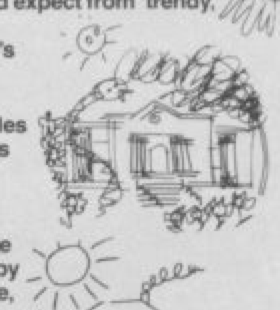
Catherine H and Catherine P (The 'Art Chicks')



Catherine P's our new designer. They wouldn't tell us which one filled in which questionnaire, so let's treat them together...
Test One – They both got four even, four odd (pretty much what you'd expect from 'trendy, creative people').



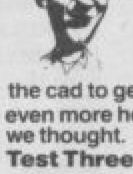
Test Two – Three yes's the pair of them. Both mild meanies.
Test Three – Squiggles both. Ants-in-the-pants 'slightly useful people' who can put up a shelf (except they can't).



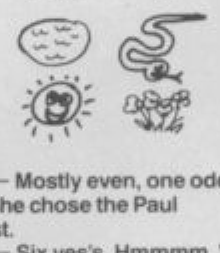
Test Four – One of the Catherines is very happy with a well weird sex life, while the other is very weird with a totally bizarre sex life. Oo-er. Oh, and they've both got loads of chums (God knows why).



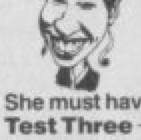
Dunc



Test One – All even whaaattt?? That can't be right! The man must have cheated.
Test Two – Seven yes's. Blimminey O'Rourky, we expected the cad to get five, but seven... SEVEN!?! He's even more horrible than we thought.
Test Three – The tesseract. Well, that fits.
Test Four – The silly clot's gone and done it all wrong as usual.



T'zer



Test One – Mostly even, one odd. Ho ho ho! She chose the Paul Daniels bust.
Test Two – Six yes's. Hmmmm. We were expecting her to get seven. She must have cheated.
Test Three – The circle. Well, she did cry in that crap film about the dolphins in which they get told to go away by their 'master' and end up crying "daddy, daddy", but still get told to go away.
Test Four – Blimey. Well, yes. Mmmmm.



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Issues **1-43** are a must for the most definitive full colour previews, reviews, mega previews and maps of every game ever. Ooh and don't forget the specials on coin-op conversions, sport, telly and film licences and budget houses in issues **9**, **13**, **15**, **17** and **31**.

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Artists



If you fancy being the next Rolf Harris then check out the review of *Art Studio* in issue **4**, *Animator 1* in **8**, and of course *Artist II* in issue **14**. Can you giss what it is yit?

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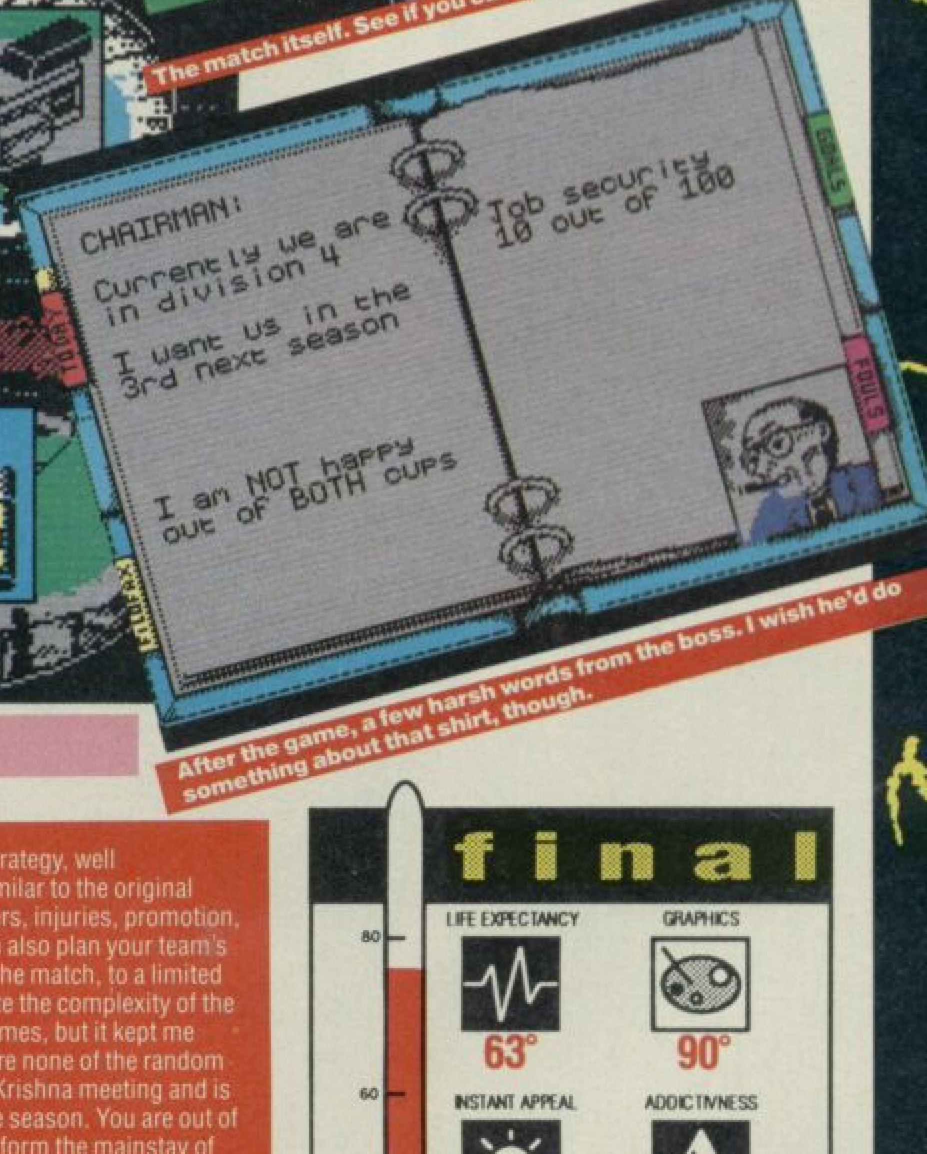
Kenny Dalglish Soccer Manager





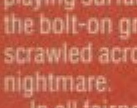
The match itself. See if you can spot Ken. I certainly can't.


This is the main screen, plastered with icons which lead off into the murkier depths of the game.



After the game, a few harsh words from the boss. I wish he'd do something about that shirt, though.

Cognito/£8.95 cass/£14.95 disk



Jonathan **You'll have to excuse me if this review appears all disjointed, but I'm currently waggling my joystick with one hand and trying to absorb A Level Chemistry with the other. At times like this, even *another* football management game can seem quite appealing.**

It's the garish packaging that first arouses suspicions though – the acreage of verdant playing surface, the chunky-thighed sportsmen, the bolt-on grinning celebrity and the autograph scrawled across the top. It's like a recurring nightmare.

In all fairness, *Soccer Manager* is actually quite good. As you may have guessed, it goes for the 'manager' style of game, rather than the more risky arcade type, and adds street cred through its use of icons and a pointer.

Presentation is faultless. The icons work slickly, avoiding the need to clutter up the screen with boring lists of options. Writing – who needs it, eh? Die-hard text enthusiasts will be relieved to see that team lists and fixture tables are retained in traditional script, though.

As for the underlying strategy, well unsurprisingly it's very similar to the original *Football Manager*. Transfers, injuries, promotion, that kind of thing. You can also plan your team's playing formation before the match, to a limited extent. It doesn't have quite the complexity of the most recent 'manager' games, but it kept me happy for a while. There are none of the random "The team attends a Hari Krishna meeting and is enslaved for the rest of the season. You are out of the league" incidents that form the mainstay of some similar games, so things can begin to get rather routine after a while.

There are always the good old match highlights to liven things up, of course. These are nicely done but as usual they don't tell you anything that the results can't. Frequent use of the 'off' option is a wise move.

I think I've taken it fairly calmly. Churning out yet another footie game is just asking for terrible retribution, but to be quite honest *Soccer Manager* is a good attempt, although it didn't quite "leave me breathless with its great features" as it claimed it would.

And better still, I got through a whole review without coughing up any football clichès. Smashing. Now, back to the joys of syndiotactic polymers and Van der Graaf generators . . .

final

LIFE EXPECTANCY	GRAPHICS
63°	90°
INSTANT APPEAL	**ADDICTIVENESS**
85°	69°

Diagnosis

The name says it all really. But generally pretty nifty, with nice graphics.

77° verdict

STORMLORD -the map

Blimey O'Reilly! There's really no stopping that Raf (*Exolon, Cybernoid*) Cecco chappie is there? Not content with writing one Megagame, off he trots for a few months, only to return effortlessly with another. And another. And another.

Anyway, here are the four levels and 64 screens that make up *Stormlord*. It just goes to show that you don't have to be a bosom buddy of roguish Raf to get a wee bit of help from the man himself — like say, Mark Watson, who Hewson's top programmer had the good fortune of meeting in *Pssst* a couple of months ago.

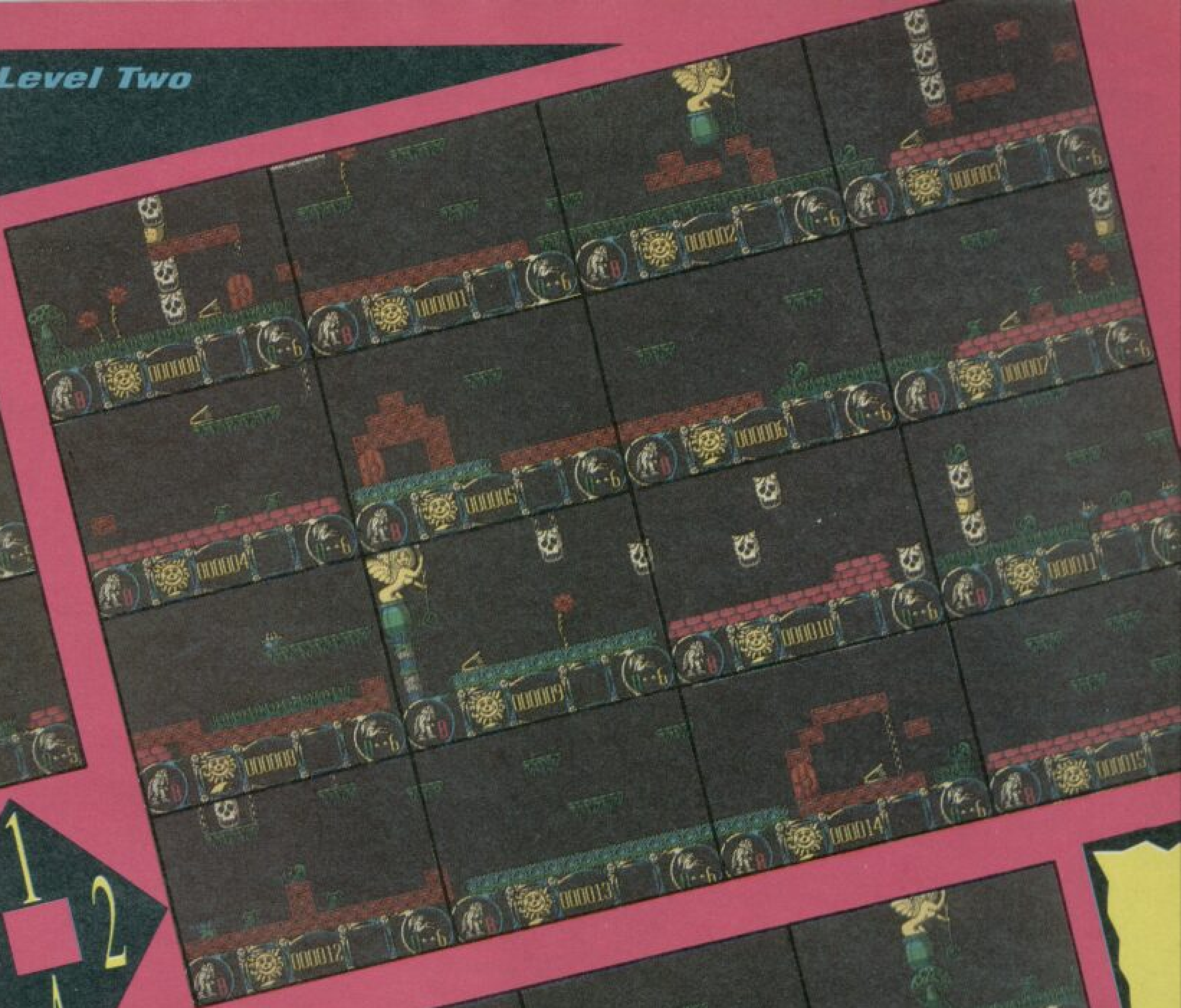
So when's the next rad Raf Megagame hitting the stands, you scream hysterically. Is it true Raf's turned scab and deserted the humble Speccy for the delights of the ST? Well... yes, but not quite, 'cos he's still slotted in to deliver a super-new Spec-product for Hewson, known provisionally as... *Stormlord II*! Crikes, who'd've guessed?



Level One



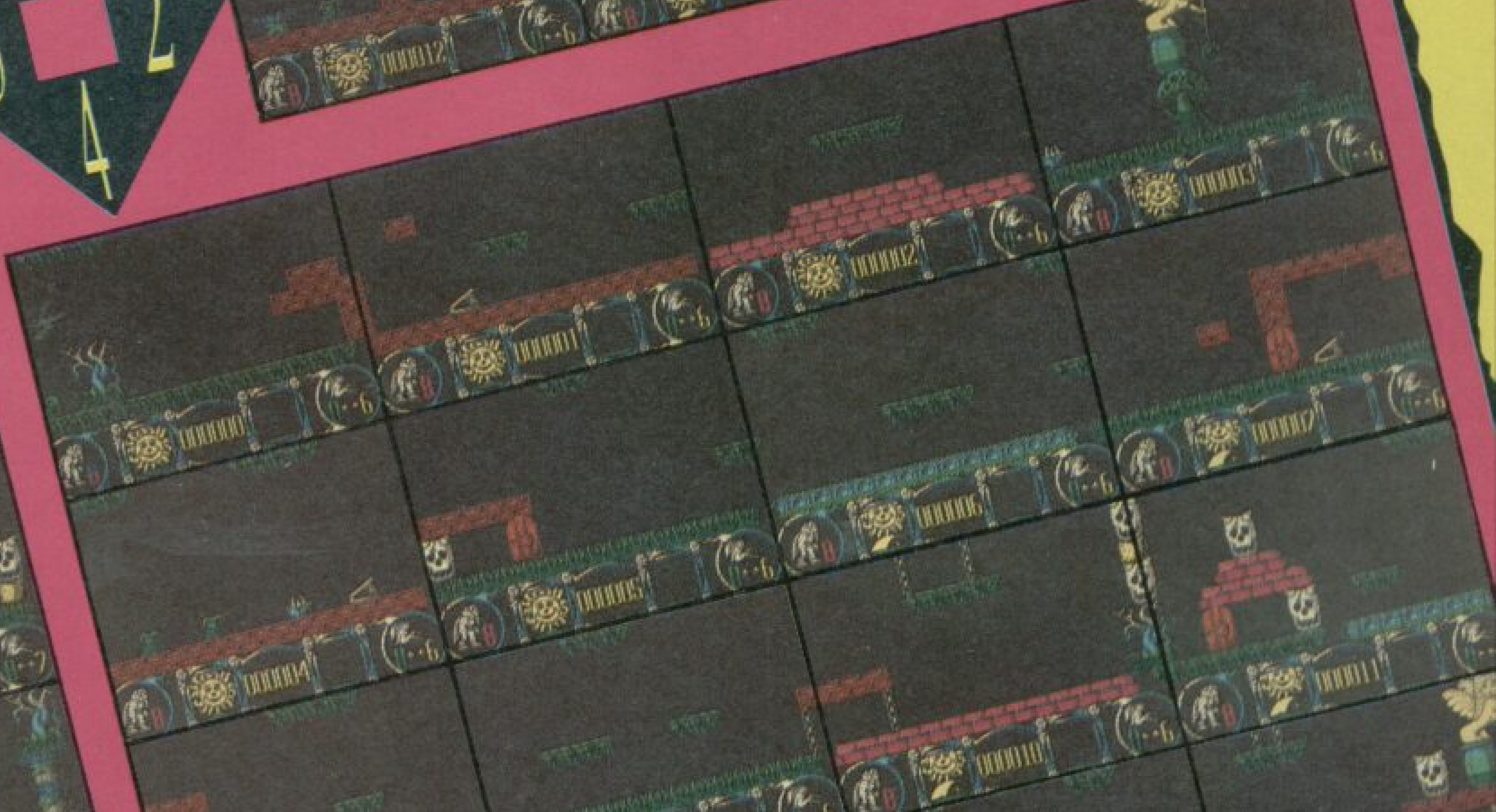
Level Two











Level Three

Level Four

THE ADVENTURE BEGINS WHEN RICK DANGEROUS, SUPER HERO AND PART TIME STAMP COLLECTOR IS IN DIRE PERIL. ARMED ONLY WITH HIS TRUSTY SIX SHOOTER, A STICK AND SOME DYNAMITE, RICK CRASH LANDS SOMEWHERE IN SOUTH AMERICA. HOW LONG HE CAN SURVIVE IS UP TO YOU.

RICK DANGEROUS IS AVAILABLE FOR SPECTRUM AND AMSTRAD, CASSETTE AND DISK PRICE £9.95, £14.95; COMMODORE 64, CASSETTE AND DISK PRICE £9.95, £12.95; ATARI ST, COMMODORE AMIGA AND IBM PRICE £24.95.



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BRING ON THE KNIGHT

BATMAN COMPO

Wing!! Wing!! Wing!! Loads Of Fabulous *Batman* Goodies! Wing!! Wing!! Wing!! Ten Packs Of The Ocean *Batman* Games And Posters!

UP FOR GRABS

Holy bazooka! What have we here? Why, it's only a fabarooni Caped Crusader compo, brought to you by *YS* and Ocean to celebrate the imminent release of the *Batman* movie computer game. And you wouldn't believe the epic Bat goody pack that's up for grabs for the first prize winner!

• Got to pick up a Penguin? Rush to a rendez-vous with the Riddler? Then don't be late, simply keep an eye on the time with the stunning Bat Clock!

• Need to do a bit of Bat reading? Then check out the brilliant *Dark Knight* graphic novel by Frank Miller!

• Need to write a secret message in the middle of a Gotham City power cut? No sweat with your Bat Nitewriter — a spanky Bat pen with built-in torch!

Holy skill prizes!! But wait… what's this? There's also a model kit of the DC Comics Batmobile, the novel of *Batman* the movie and a 15″ model of the new Batman himself. Plus, for ten lucky runners up, we've got bundles of posters and cards from the movie, and all three Ocean Bat games. We never knew there was so much in it, by Jingo!! These brillo Bat packs could be bataranging their way to you.

YOUR MISSION

Just to sweep you off on the current tide of Batmania, here are three simple *Batman* movie questions. Simply scribble your answers onto the coupon below, jot down your name and address, stick the whole caboodle onto an anti-radioactive Batpill — or a postcard — and mail it to Holy Guacomole! I'd Rather Jack (Nicholson) Than Tangle With Bats Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. And remember that deadline — 31st August 1989!

Q1. Kim Bassinger plays which of the following characters in the new *Batman* movie?
a. Vicki Vale
b. Lois Lane
c. Bruce Wayne
d. Jerry Hall

Q2. *Batman* was filmed in which studios?
a. Universal Studios, Hollywood
b. MGM Studios, Hollywood
c. Pinewood Studios, Buckinghamshire
d. The one just up the road from Castle Rathbone

Q3. Which of the following pieces of special TV Bat equipment is a total fabrication?
a. Batzooka
b. Baticillin Lozenge
c. Batpole Negate Automatic Costumer Change
d. Batrogerwhittaker Whistle Imitator
e. Batthermal Underwear

RULES

• Don't miss the Batboat! Get those entries in by August 31st or else they'll be thrown into the Batbin.
• Matt is the 'Chief O'Hara' of Castle Rathbone, so don't argue with his decision. Otherwise he'll tell Commissioner Maughan.
• Employees of Dennis Publishing or Ocean will be absolutely bats if they try to enter this compo, 'cos it's not allowed!

Bliminey, you lot thought you had me foxed with those Batty questions, but oh-ho-ho! Here come the answers!

Q1 ______ Q2 ______ Q3 ______

Name ______

Address ______

______ Zip! Zap! Crunch! ______

Skint? Or just tight? Then follow *Marcus Berkmann* down to his lair and sample his goodies (oo-er). None over three quid (or to you madam, £2.99).

BARGAIN BASEMENT

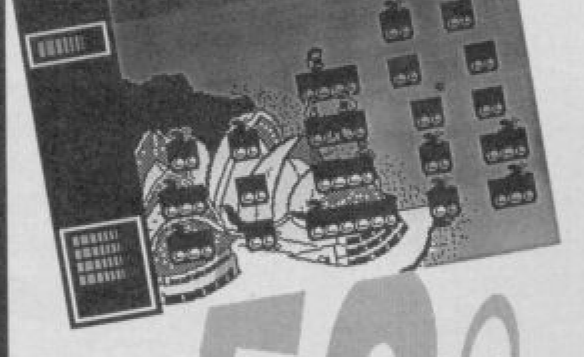
SHANGHAI WARRIORS
Players/£1.99

Not to be confused with *Shanghai Warrior*, of course. It's a nifty trick, innit, just bunging an 's' on the end of a successful game. Well it ain't! It's a rather tatty *Renegade* clone from Players, with indifferent graphics, dullsville gameplay and fewer new ideas than Status Quo. When you finally manage to load it up (it's a multiload marathon), all you see are yourself and three thugs jumping around aimlessly. Punch them out and they disappear, *Renegade*-style. Then it's onto the next stretch of road and more of the same. You keep on playing, desperately trying to find something a little more interesting to do, but that's it. There is the occasional weapon to pick up, but that's about it too. So, not a memorable game by any means. Efficiently programmed, for sure, but utterly, utterly lacking in inspiration.



BOMBJACK II
Encore/£2.99

Another old Elite game disinterred for today's dosh-free Spec-chums, and first released in early 1987. At the time we all felt it was a bit of a disappointment, especially after the superb *Bombjack I*, but that didn't stop it going to the top of the charts and selling trillions. It's similar to the original — jumping between platforms trying to blag bags of money, and this time stabbing the nasties if you can, which in my experience you usually can't (avoiding them is a better bet). As before, the backgrounds are sumptuous, and there's a bonus if you blag the wads in the right order (this can be found by trial and error, or by looking at old copies of computer mags). With 40-odd screens, you'd have thought it all added up to corking good value, but *BJ II* goes awry with its graphics — it's virtually impossible to identify what's what, and when you and the nasties are fighting, it is completely impossible. Add some disturbingly samey gameplay and the result's not what it might have been. Not a disaster — just not on the button.



HEARTBROKEN
Atlantis/£1.99

Are you ready to be heartbroken? Well, here's a jolly little number then, another hopelessly unoriginal arcade adventure that's nevertheless eminently playable. Written and designed by about 20 people called Shaw, it's a troll-packed, elf-heavy, questy thing, full of spells, wizards, damsels in distress and suits of armour that ride up with wear. Warlocks, I hear you cry, but in fact it's not bad at all. To rescue the kidnapped princess, you have to find Merlin's spellbook (easy), and then, in order to cast the spells, his cauldron (not so easy), while killing any ogres that come your way and climbing an awful lot of ladders. And it's all relatively straightforward. I'd guess that this has been designed primarily for the younger gamester — anyone reared on *Bionic Commandos* or similar will not find it much of a challenge. But the graphics are good, and the puzzle element (it's a real 'What Happens Next?' game) still keeps the brain ticking over. As the inlay notes say, "Will you overcome the warlock's evil creations? Will you survive long enough to create the golden key that is needed to free Princess Mertha? Probably not." Seems fair enough to me.



TWIN TURBO V8
Code Masters/£2.99

You don't want to know what I think of this game, do you? Of course not. You want to know what David Darling thinks.

"The most realistic road game I've ever seen on a Spectrum! Amazingly playable, just like performance car driving!"

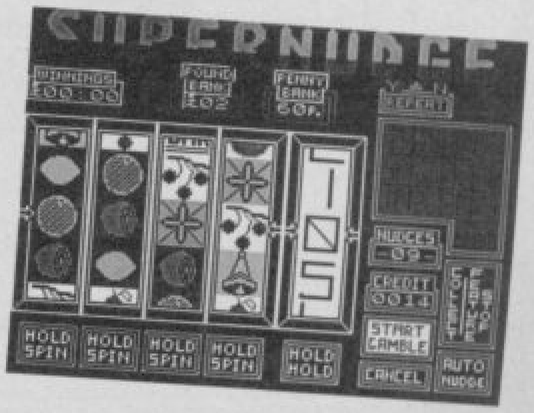
Is it? Then where's the steering wheel? Where's the smell of petrol? And where are the sponsor's drinks parties afterwards?

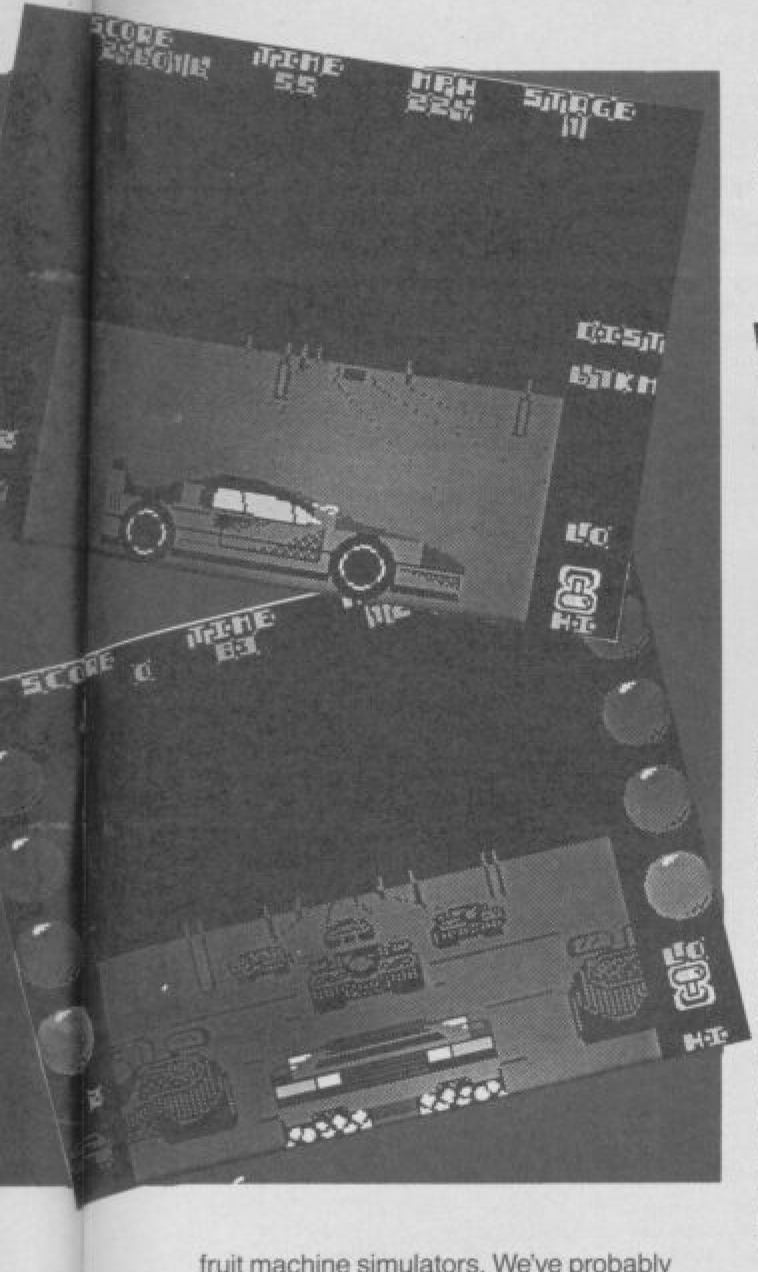
In fact this isn't a bad little game, for all the Darling bilge. Fortunately neither of the brothers has actually had anything to do with it, which may be why it's playable, challenging and overall good fun. In fact it's the first road racer I've played for ages that I've enjoyed. It may look like all the others, but for once the balance of graphics, playability and speed is well matched. There's no pretty background, which means that for once you can't predict what's going to happen next. Indeed, as you go up and down some fairly steep hills, you're all too liable to be caught out and crash into a lamp-post, a cactus or some equally fiendish hazard. Collision detection is good, and the fact that only your car is in colour makes the whole vista easy on the eye.

Yes, I liked it. But "just like performance car driving"? Leave it out, Dave.

SUPERNUDGE
Mastertronic/£1.99

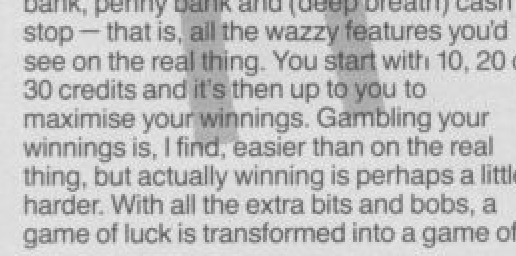
As long as there are computers, there will be





fruit machine simulators. We've probably seen even more of the things in this office over the years than road race games, and that's saying something. Mastertronic has released a good half of them under its various labels, and here's yet another — bigger, better and more like a real fruit machine than ever before. It's brill.

Of course you need a PhD in electronic engineering (or three years at NASA) to play most fruit machines these days, and *Supernudge* reflects the trend. It's got super hold, nudge, win spin, skill climb, pound bank, penny bank and (deep breath) cash stop — that is, all the wazzy features you'd see on the real thing. You start with 10, 20 or 30 credits and it's then up to you to maximise your winnings. Gambling your winnings is, I find, easier than on the real thing, but actually winning is perhaps a little harder. With all the extra bits and bobs, a game of luck is transformed into a game of



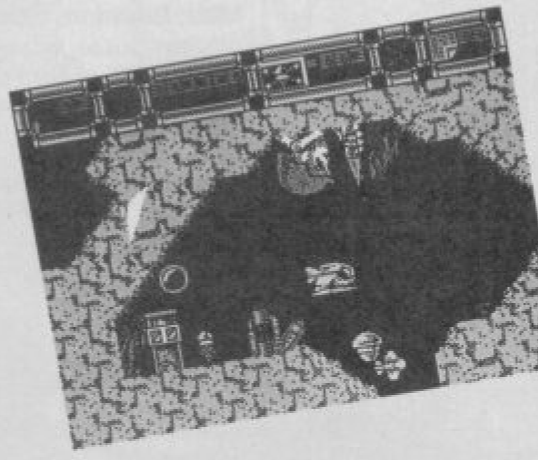
skill, and not surprisingly the high score table takes some getting on to.

Personally I'm a sucker for these games, but this is a particularly good one. Time, I'd say, for another autonudge. (*Eh? Ed*)

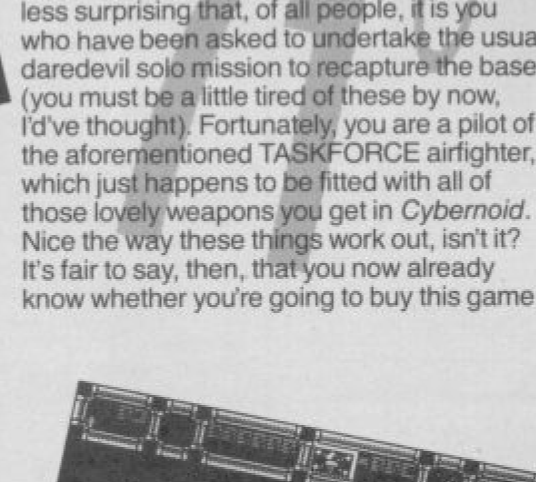
TASKFORCE

Players Premier/£2.99

"Mercenaries led by the evil Snide Gantree have overrun our top secret South Pacific Air



Force base. In less than four hours..." Yes yes yes. In fact it's fairly easy to see how Snide and his troops managed to take control of this base, for whoever built it based its design almost entirely on that of a well known computer game — Hewson's *Cybernoid*. Worra coincidence! And it's no less surprising that, of all people, it is you who have been asked to undertake the usual daredevil solo mission to recapture the base (you must be a little tired of these by now, I'd've thought). Fortunately, you are a pilot of the aforementioned TASKFORCE airfighter, which just happens to be fitted with all of those lovely weapons you get in *Cybernoid*. Nice the way these things work out, isn't it? It's fair to say, then, that you now already know whether you're going to buy this game

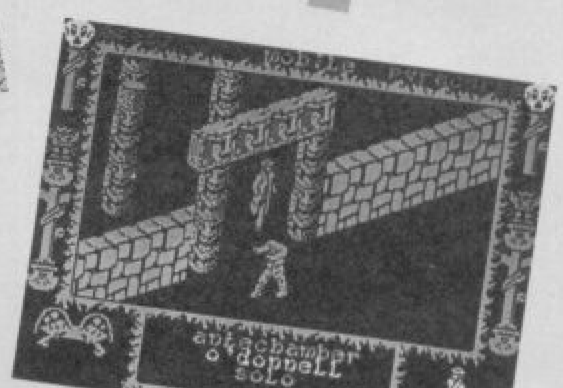


or not. It's not as sophisticated as the original — or indeed as original as the original — but it's a jolly little shoot 'em up with some entertainingly wacky palm trees and a couple of weapon systems you won't find in many air force bases. Shameless, perhaps, but fun.

PYRACURSE

Rack-It/£2.99

A real rarity, this — a completely crap Hewson game. Titter ye not, for I speak the truth. It first appeared back in '86, in the middle of the 3D isometric war that waged back then, when everyone saw how many sales *Knight Lore* had notched up and wanted a piece of the action. Deep in the forests of South America, three explorers and a dog are exploring an ancient Sinu temple, which essentially involves being chased around by headless corpses (who nevertheless seem to have an accurate homing system), skulls, oversized insects and the usual nasties. You can toggle between all of your four characters, which is a help as they tend to get killed quite quickly. Sounds a bit like *Where Time Stood Still*, doesn't it? And indeed there are similarities, but this game has none of the later title's subtlety, scope or sheer playability. *Pyracurse* is altogether too fiddly to be much fun — an hour spent trying to get to grips with it proved a frustrating experience. In the end, in fact, I loaded up *WTSS* just to check that it was as good as I remembered it. It was. This isn't. Time certainly hasn't stood still since this was first released. And to think it originally got a *Crash* Smash...



BMX SIMULATOR 2

Code Masters/£2.99

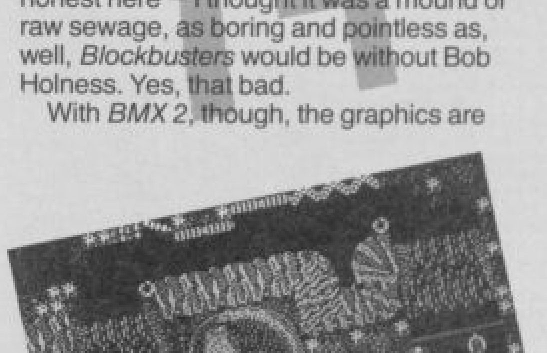
Or is that *BMX 2 Simulator*? Never mind, let's hear what David has to say about this one.

"BMX makes the others eat dirt! It's so realistic, and with FOUR PLAYERS it's CRUCIAL!!!"

Actually, Dave, people stopped saying that things were "crucial" in about 1954, but no matter. And why is everything so "realistic" all the time? It's only a &%¢£ing computer game, you fool!

In fact this is a great improvement on *BMX 1*, the game Dr Berkmann was Completely Wrong About. Right, let's be completely honest here — I thought it was a mound of raw sewage, as boring and pointless as, well, *Blockbusters* would be without Bob Holness. Yes, that bad.

With *BMX 2*, though, the graphics are



much improved, and now four players can play at one time. Only just, mind — it gets a little crowded around that Speccy, and it does assume you have two joystick interfaces (+2 or +3 only, that is). But it makes for an exciting contest. There are ten courses in all, with the added fun of action replays in slow motion from time to time. It's good fun, and no doubt securely locked to the top of the charts by the time you read this. A timely sequel.

Psyclapse/£9.99 cass



Sean **The planet of Icarus, conveniently made up of 20 levels, has been invaded. It's swarming with billions of nasty Blaster-trons, and it's 'only one brave, expert, strong, stupid man for the job' time again – but with a difference! For, if you can find someone as brave and daft as you, you both get to battle simultaneously against the 'orrible 'ordes. 'Cos *Cap'n Fizz* is a split-screen one or two player blasterama. Coo!**

Your aim, of course, is to kill all the Blaster-trons. And to do this you must charge round the large sectors, in a view-from-above screen layout, shooting anything that moves, and collecting pods to increase your shield strength and credit ratings. But this isn't all, cor blimey no. Along the way passes must be collected to allow you through certain doors, and it is only when all the passes have been collected, and all the Blaster-trons killed, that the exit to the next level opens up. Now, slap me with a wet codpiece and beat me about the head with a cricketer's box if I'm wrong, but this sounds an awful lot like *Gauntlet*, don't it?

And indeed it is a lot like *Gauntlet*, but with enough differences to make it a worthwhile update of the old formula. There is a strong element of strategy involved, with switches to be hit in a certain sequence to open barriers for a few seconds, enabling you to chunder through, collect the booty and run away. Realise that you haven't done everything you should have before crossing the barrier, and you could find yourself stuck in a sector with no exit, with nothing left to do but wait for the grim reaper. Yikes!

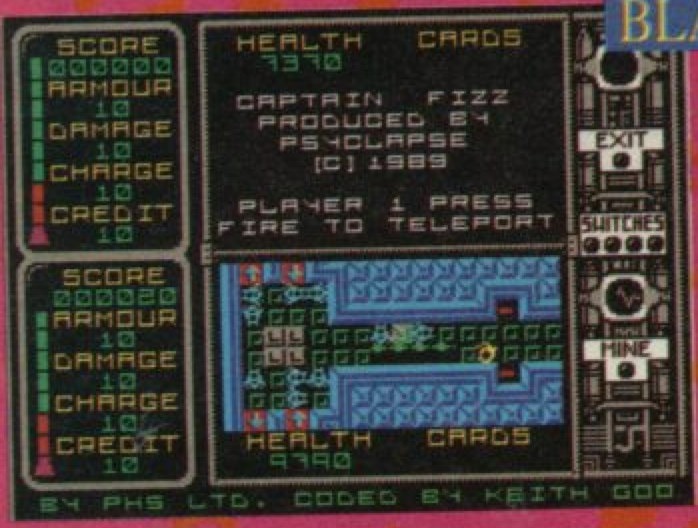
The graphics, although tiny, are excellently coloured. In fact the use of colour throughout is thoughtful and intelligent. Even the sound, though a bit beepy, enhances the gameplay. It's not all good though. The way in which the screen flips rather than scrolls is pretty confusing, and quite often I was puzzled as to why I couldn't move in a certain direction, only to find later that there was a wall just off screen.

The two player game is great fun, being very similar to *Gauntlet* in this respect, with team work having an appeal all of its own and advancing you much faster. Progress seemed adequate in one player mode, and I managed to get to the third level before dying. At this point, however, after a little while playing, I got a quick message about 'not enough time' or something and died for no apparent reason. This happened a couple of times, and I wonder if any advance beyond the third level is impossible unless you have two players? This seems to be indicated on the packaging, which goes on and on about 'united you stand, divided you fall' and stuff like that. In my eyes this is a major disadvantage, as you must wait until you can find a bud with the same tastes as you before you can really get anywhere in the game. The rest of the time it's just languishing on the shelf.

It's the lack of scrolling and necessity of two players which prevents the game from getting a higher mark, but apart from the aforementioned gripes, this is quite an addictive little number, well presented and thoughtfully designed. I daresay Psyclapse will be a label to watch out for.



CAPTAIN FIZZ MEETS THE BLASTER-TRONS



Blast those trons, collect your pods and, open Sesame, it's on to the next level.

Stop cowering in that corner. Get out there and face it like a man.



Phew! For a moment there I thought that it said 'Music by Roger Whittaker'. (*"For you are beautiful..." Davey*) (*Shut up. Ed*)



final

LIFE EXPECTANCY	GRAPHICS
75°	80°
INSTANT APPEAL	**ADDICTIVNESS**
80°	76°

Diagnosis

A fun *Guantlet* clone, with some original extra elements which make it really playable. A good start from Psyclapse.

78° **verdict**

Yahoo! Indiana Jones is back! Everyone's favourite adventurer is cracking his whip on computer and cinema screens all over the country this summer. Never ones to miss the boat (and plunge head-first into piranha infested waters), *Jackie Ryan* and *Rachael J Smith* hoofed it over to US Gold to bring back some exclusive screen shots, plus loadsa info you could ever want on the game, the film, the stars, the spin-offs and the compo. Coo!

INDIANA JONES

The Game

US Gold has got the licence and *YS* has got the first exclusive Spectrum preview! And boy does this look like it's going to be a corker!

Indiana Jones And The Last Crusade is an all-action, multi-screen, multi-directional, scrolling platform game, in which ol' Indy sets off on yet another of his famous archeological escapades.

This time he's on a quest to find the Holy Grail and must battle his way through four levels of adventure, taking him from the far reaches of Europe to the deserts and caves of the Middle East. In each level he must look for and find a certain object and, at the same time, fend off the baddies and dodge the dangers which litter his path.

The game begins (just like the film) with a flashback scene to Indy's childhood in which he witnesses the theft of a priceless relic from an excavation dig in a tomb. It's the Cross of Coronado and Indy's task in the first level of the game is to try to get it back. With only his trusty bull whip to defend him, Indy must lash his way past the guards, then dodge through the ever darkening gloom (watching out for the torches) until he finds the Cross.

Next, the game fast-forwards to 1938. Levels Two, Three and Four follow the escapades of the now fully-grown, swashbuckling hero as he goes off in search of the Holy Grail.

In these levels Indy encounters all manner of hair-raising hazards – marauding Nazis, yawning chasms, a Zeppelin chocca full of Hitler's henchmen, an electric storm which lights his way through Castle Brunwald (but also saps his energy if it strikes him with lightning), a fight on top a circus train, a savage rat attack and .... loads more. And though in the final level Indy manages to get away from all those nasty Nazis, the going still doesn't get any easier. 'Cos to reach the Holy Grail he's got to race against the clock, avoid the hazards and puzzle his way across a maze of lettered tiles. If he steps on the wrong one, it's bye bye, Indy time.

US Gold is definitely onto a winner with *Indiana Jones And The Last Crusade*. Watch out for a full review of the game next month – it looks as though we're in for an Indiana summer.



Armed only with his trusty bull whip, Indy cracks his way past a nasty Nazi.

The Movie

The hero bounces back. Yes, it's *India-Rubber Jones And The Last Luco-zade* – which is why he's after the Holy Grail this time round. Something to slurp out of, see.

The film starts in 1912 when we see Indy as a boy, outwitting the raiders of yet another sacred relic. Then it's on to 1938, the eve of World War Two, which means the you-know-who-ziz are planning their Nazty deeds. And only one man can stop them.





No, not Bielbag! I'm talking hunky Harrison. That Ford could escort me and Jackie anywhere. I mean, Cor, Tina... (*That's enough manky motor jokes! Ed*).

Once again the two-fisted archeologist is off adventuring, and this time there's an added incentive as his bird-brained father, played by Sean Canary, has been kidnapped by the awful Aryans! So it's off to the mountain castle where his dad's held hostage.

From Venice to Berlin and finally the depths of the desert, Jones & Son's quest is for the ultimate holy relic, a goblet so grand it makes the official *YS* coffee mug look cracked. (*That's because it is. Ed*)

There's muchos action in boats, airships and tanks as Indy III surpasses even its predecessors. It's so high it hits the stratosphere – tighten your seatbelts for a bumpy ride.

And The Last Crusade

The Stars

Phwor! If you want to know where me and Rachael will be this summer, we'll be sitting in the front row of the local flea pit, drooling over that swoonsome hunk Harrison Ford playing death-defying Indiana Jones for the third (and supposedly final) time. Ford only got the role after first choice Tom *Magnum* Selleck was unavailable to star. As a result he's now been in five of the top ten box office hits of all time. Will *The Last Crusade* make it six?

Sean '007' Connery appears alongside Harrison as Indy's dad. He's been in loads of films – the Bond movies, *Highlander, The Name Of The Rose* – and won an Oscar back in 1988 for his performance in *The Untouchables.*

The part of the young Indiana Jones is played by River Phoenix, who's already acted with horny Harry in *The Mosquito Coast.* And the romantic interest (why couldn't it have been me?!) comes in the form of Alison Doody. She stars in her first major role as Dr Elsa Schneider, Jones Snr's assistant.





Denholm Elliot returns as Marcus Brody and even Alexei Sayle jumps on screen for a quick flash. Oo-uurgh!

All the major players, plus director Steven Spielberg and producer George Lucas, have taken profit shares in the film instead of fees up front. So since *The Last Crusade* grossed more than $24 million in its first week-end in America, I think we can safely agree they'll all be rather rich after this little outing. Not to say they weren't already, eh Spec-chums?



Up, up and away in my beautiful balloon! Well okay, it's a zeppelin ackchewally. Indy's got to run around, avoid the guards and collect all the passports before he can finish this level.

The Compo

Just where would Indiana Jones be without his ever-present hat and mega-whopping bull whip, eh? Probably six feet under, that's where! And guess what? We've got ten pairs of totally crucial, keep-up-with-the-Jones' hats and whips and ten Sphere paperbacks of the movie just waiting to be won in this fabby compo. There are ten runners up prizes of *Last Crusade* film posters to be won too.

So here's a quezzy to snap, crackle and pop your brain cells with. If you want to stand a chance of winning, work out the answer, write it on the back of some hieroglyphic-scribbled parchment (or a postcard) and send it to Whip Crack Away, Whip Crack Away, Whip Crack Away Compo, PO Box 1509, Enfield, Middlesex, EN1 1LQ. The closing date for entries is August 31st 1989.



Q: What is the name of Indiana Jones' famous headwear?
(a) A Deep Sea Diving Helmet
(b) A Bowler Hat
(c) A Fedora Hat



Yikes! Looks like the tables have turned. Indy's managed to grab onto a rope after slipping down a yawning chasm, but there's a stick-chucking baddie just above him!



Wooah! This balancing lark's a bit tricky. Still, it's what heroes have to do for a living, so off Indy goes.

YS Adventu

I'll start at the very beginning, that's a very good place to start, when you read you begin with A-B-C, when you sing you... ahem, cough, severe blushes... you caught me performing in the bath there. (Oo-er.) I bet you didn't know I wrote the adventure column in the bath as well, did you? It's true, this new underwater +4 is a definite winner.

Anyway, on with the show, and I've had 600 letters from **Andrew Ryals** of Wakefield, who asks if his mate **Simon Pudsey** can have a small mention. No problem. Simon Pudsey. There, is that small enough? Andrew asks various questions, and I shall give various answers. In *Inca Curse,* to get out of the sand dungeon you must EPOR ESU. In *Planet Of Death,* the first time you encounter the force field you should ECIWT TI ENIMAXE and then ECNAD. After that you only need to ECNAD to get past. In *Ship Of Doom* you should LRIG EHT LLIK (aww!), shine the torch MAEB EHT TA and, for the hook, TI OT EPOR EHT EIT.

Andrew also wants to know if anyone's played an adventure called *Village II,* which he once got with a tape fanzine. If so, how do you take the ticket from the machine once you've bought it, and what use are the jetpack and lighthouse? Answers to 29 Dent Drive, Eastmoor Estate, Wakefield, West Yorks WF1 4JG.

Venom is another game that's causing problems — no-one yet seems to have solved it! **Robin Morris** called it "one heck of a sod" (ooh, language!) and wants to know how to get past the snakes and statues and how to kill the Herbal Orb. Info to Robin at 107 Station Road, Sutton Coldfield, West Midlands B73 5LA. I'd also like to thank Robin for sending me his tape solution to *Ingrid's Back,* which he wrote using *PAW.* See, you can do more than just write adventures with it, you can use it as a menu-driven database too.

Darren Davies of Cardiff complains that he wrote to an adventure-buster from a few issues ago and never received a reply. Did you remember to enclose an sae, Darren? You didn't send me one! But never mind, here are the answers to your *Golden Baton* questions. The mirror is in MOOR S'DIAM EHT. To kill the gorgon RORRIM DLOH. To get past the crab you need some SGULS DETLAS, and to deal with the padlock on the door REMMAH EHT ESU.



Several questions but no sae from **Jamie Worrow** (naughty Jamie) of Barking. Jamie says he can't get going on *Blizzard Pass* as every input gets the same response — THAT INPUT CONTAINS NO RECOGNISED WORDS. Since you are getting a response to your input then the machine must be OK — +2 problems tend to be caused by games, not loading. I have heard of a few bugged versions of *Blizzard Pass* in the past, and your first command should be a simple SOUTH. If that gets no response then you'll have to return the game to the shop. They may not be able to replace it, since I assume you got it bundled with the game, so try to get them to swop it for another that works. As for escaping from the Elvenking's Hall in *The Hobbit,* go to the cellar where the answer lies in any empty barrel.

Mark Wheeler of Cambridge asks me a question on *Lancelot,* and the answer to all problems on Level 9's games is the same. Send off for its official clue sheet. Details in the packaging. Mark also says, "On the +2 text version, can you get pictures, and if so, how?" Ahem, yes, well if you could get pictures it wouldn't be a text version, would it? You'll have to play the graphics version.

David Jones has an address which I like — Throstle Mount, Luddendenfoot. Neat, yeah? And I even know what a throstle is, so there! I also know how to get across the fissure in *Blizzard Pass* when throwing the rope doesn't seem to work — EPOR OT GNIR EIT TSRIF. And how to get the raft to move in *Shadows Of Mordor* — TFAR ELOP.

Here's someone who doesn't play adventures much, but enjoyed the cover-tape with *Red Door* on it — **Daniel Wills** of Bournemouth. He found out what each of the mummies wants by using his Multiface. But that's cheating! Never mind, all's fair in love, war and solving adventures. For other Multifaced folk, the male mummy info is at address 37717 and the female at 38622. Daniel's got a few more questions, but, by the time he reads this, the solution will have been printed, so there's no point in answering, is there?

Last month I mentioned a letter from **Captain Nazir Ahmed**, and for reasons too lengthy to repeat, I pondered whether or not he was in the Pakistan Intelligence Agency. Nope, it seems he's an airline pilot. See, I have friends in high places. Nazir has been playing a game called *Manor Of Doom* — though hopefully not while he's flying. He says if anyone has tips or a solution to it, can they let him know at 97-c Administration Society, Karachi-8, Pakistan?

David Johnson from Stoke-on-Trent sent me some maps and clues for *Corruption,* which I shall file away for future reference. Thanks, David, and there's a freebie available on that game for those who are really stuck.

James Bramett from Devon asks a very blunt question — "Where the hell can I get adventure games from, as the only one I can find in the shops is *Quest For The Golden Eggcup?"* I wish there was an equally blunt answer, but there isn't. Most of the budget companies, like Mastertronic, seem to have pulled out of the adventure market, and the best way to get budget stuff is to send off for it, mail order, to the address given in the review. You'll never see some of these games in any of the shops, and they're among the best there are, so don't be put off by the small effort involved in writing a cheque, getting someone to write a cheque for you or simply buying a postal order. For games published by the major companies, like Rainbird, Level 9, Mandarin and so on, browse through the adverts for mail order companies and compare prices. Try to use one that's been recommended, though, as there are one or two fly-by-night merchants buzzing around. Not very many, but the odd one does give mail order buying a

URES news

bad name. Unfortunately most adventures these days are only available by mail. One of the best services is provided by Official Secrets or Special Reserve, which I've written about in the news section from time to time. Special Reserve only costs £4 and enables you to buy quite a few of the best adventures for about half-price. I've also heard from several readers that their mail order service is very efficient, friendly and quick.

Nikky Smith is also having trouble getting hold of games, especially older titles — these are even harder to find than new ones! The adventure fanzines are a good place to look for second-hand games, or to put in an ad yourself for any you want. The ones Nikky specifically wants are *Colour Of Magic, Serf's Tale, Rigel's Revenge* and *The Pawn*. Contact Nikky if you're prepared to sell or swop at 112 Neptune Road, Dumpling Hall Estate (burp), Newcastle-on-Tyne NE15 7QX.

If you're struggling in *Bard's Tale* then contact **Edgar Nugent** at 21 Highfield Gardens, Banbridge, Co. Down, N. Ireland. Edgar's mapped a fair part of the game and will send anyone copies of what he's got for 50p (to pay for the photocopying) plus an sae.

Another *Bard's Taler* is **Denis Reily** of 20 Mill Hill Lane, Northallerton, North Yorks DL6 1DN. Denis has finished the game . . . or thinks he has . . .he's not quite sure. His reason for doubt is that, at what he thought was the end, the good wizard appeared, said the snow would soon melt, and gave Denis 3,000,000 each of gold pieces and experience points. Now Denis has overcome Mangar four times and is worth (at the last count) 16.8 million pieces of gold! If anyone can tell Denis whether there's a maximum score, and whether the game ever does end, please let him know at the address above.

Ken Green wants a solution to *The Mystery Of Arkham Manor,* so if anyone can oblige, bung it in the post in the direction of 65 Meadow Lane, Moulton, Northwich, Cheshire CW9 8QQ.

Finally a letter from the biggest berk in Berkshire, the one, the only (thank God!) **Matthew Conway** — whose name, by the way, is an anagram of The Cow-Mat Yawn, whatever that means. Probably more than Cow-Mat's letters usually do! But this time he offers advice on *Swords And Sorcery* in response to a reader's query t'other month. Before you can go to the Accension Hall to complete the game, you need RUOMRA S'BOZ FO SECEIP RUOF EHT. As for the disappearing inventory, this is triggered by trying to carry too many objects. And with that we come to the Strange Case Of The Disappearing Adventure Column . . .

Venture forth with Mike Gerrard



● They say that no news is good news, but it looks like no news is bad news as far as the Adventurers Club is concerned. In an astonishing about-turn after its celebratory awards jamboree in London, club organiser Henry Mueller seems to have gone into hiding. The club telephone first gave out an 'on holiday' message for a few weeks, then a 'being reorganised' message for several more weeks, and now the phone rings without answer — which at least means it's not been cut off.

Several readers have contacted me expressing their concern, as the latest issue of the club dossier is well overdue, letters are going unanswered and some software orders are not being fulfilled. As I'm unable to get through on the phone I have written to Henry Mueller asking for his comments for any *YS* readers who are members, but as yet have had no reply. For the moment I can only say that it doesn't look like a good idea for anyone to renew their subscriptions, or to be thinking of joining.

● Marlin Games has had three adventure hits in a row as far as I'm concerned, with *The Jade Stone, Cloud 99* and *The Beast.* So will the next one be equally good? "The first part's already been playtested and is finished," author Linda Wright informed me, "and the second part will be playtested shortly. The whole thing should be ready by about September — when I'm safely back from holiday. I don't want orders coming in and me not being there to send the games out."

Linda's next game is to be a text-only, 48K-only adventure called *Agatha's Folly.* So who's Agatha when she's at home? "Ah, well, Agatha is the previous occupant of a cottage you've just bought, and has been missing, presumed dead, for some time. The cottage has been standing empty for aeons too when you buy it and move in. The first part of the game involves you finding out what happened to Agatha. I can't say any more than that otherwise I'd be letting on too much. Part two continues the story, but takes place somewhere else entirely."

Linda's next project after *Agatha's Folly* isn't an adventure, but will be of interest to the many readers who are also hooked on Play-By-Mail games. Linda's been playing PBM games for years, and is now designing her own fantasy game, which she tells me will be hand moderated. I hope that means more to you PBMers than it does to me. Linda's just bought a new colour printer to help with the maps and so on, and she hopes the finished game will be ready for playing by about October. Further details available from Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG.

● I've just been looking at Compass Software's latest release, *Intruder Alert.* Compass's Jon Lemmon has asked me to inform *YS* readers that this, and all the company's earlier releases, have been reduced in price to £1.99. The most recent was *The Devil's Hand,* the third in the trilogy that began with *Demon From The Darkside.* Of course, if you've got a copy of last January's issue of *YS* you can fill in the coupon and get no less than four of Compass's adventures on one tape for only £1.99, but without the special coupon, I'm afraid they're £1.99 each. Never mind, maybe there'll be another coupon next January. Order your copy now...

KIND SOULS

Let's have Kind Souls by the bucketful this month, shall we? Why? 'Cos I feel like it, that's why, and it's my adventure section so nyah, nyah, na-na, nyah!

Daniel Haigh lives in a kennel at 64 Winslow Drive, Wigston Magna, Leicestershire LE8 1QG. I know he lives in a kennel because he starts his letter by growling at me. Charming! The reason is that I promised I'd put him in Kind Souls the other month and I didn't. I also promised him an adventure on the February cover tape, and he had to wait 'til March for it. Oh, there's no pleasing some people. What's a little mistake (or two) between frineds?

Anyway, despite the growl, and even a roar, Daniel's prepared to help out lost readers on the various adventures he's solved, if you send your questions with *the obligatory sae* to the above address. The titles concerned are *A Journey One Spring, Circus, Double Agent, Espionage Island, Fuddo And Slam, Gnome Ranger, Heroes Of Karp, Ingrid's Back, Jewels Of Babylon, Knight Orc I, Kobyashi Naru, Rigel's Revenge, Seabase Delta, The NeverEnding Story* and *Zzzz*.

They say that two heads are better than one, so are two Kind Souls better than one? To find out, write to **John** and **Anthony Curran** at 14 Cranbourne Road, Chorlton-cum-Hardy, Manchester 21 2AP. The titles they can help on are... takes a deep breath and switches on his italics... *Dragon Slayer, Zzzz, Holy Grail, Se-Kaa Of Assiah, El Dorado, Seabase Delta, The Swamp, The 'O' Zone, Time Quest, Rifts Of Time, The Traveller, Eye Of Vartan, Alter-Earth, The Hexagonal Museum, Circus, Espionage Island, Inca Curse, Planet Of Death, Invincible Island, Kobyashi Naru, Zacaron Mystery, imagination, Return To Ithaca, Time Quest (Space Ship), Waxworks, Subsunk, Souls Of Darkon, Spy Trek, Ground Zero, Matt Lucas, Earthbound, Golden Apple, Orc Island, Aftershock, Temple Terror, Spiderman, Randy Warner, McKensie, Demon Knight, Mafia Contract I/II, Crystal Quest, Ruby Runabout, Inspector Flukeit, Moron, Kayleth, Custerd's Quest, Mindshadow, Message From Andromeda, Shard Of Inovar, Mindstone, Micro-Man, Eye Of Bain, Mural, Galaxias, Arrow Of Death I/II, Excalibur, Apache Gold, Golden Baton, Ten Little Indians, Devil's Island, Ship Of Doom, Rigel's Revenge, Prehistoric Adventure, Pirate Adventure, Voodoo Castle, Strange Odyssey, Buckaroo Banzai, Hulk, Danger Mouse, Terrormolinos, Winter Wonderland, Wolfman, Loads Of Midnight, Lifeboat, Witch Hunt, The Cup, Realm Of Darkness, Matchmaker, The Challenge, Davy Jones's Locker, Mutant, Shipwreck, Castle Eerie, Prince Of Tyndal, Crows Of Ramhotep, Prospector, Changeling, Dracula, Warlord, Perseus And Andromeda, Wizard Of Akyrz, Shrewsbury Key, The Realm, Quest For The Golden Eggcup, Temple Of Vran, The Final Mission, Jack And The Beanstalk, The Enchanted Cottage, The Domes Of Sha, From Out Of A Dark Night Sky, Balrog And The Cat, Demon From The Darkside, Golden Mask, Time-Line, Doomsday Papers, Quann Tulla, Behind Closed Doors (The Sequel), Seeker Of Gold, Ice Station Zero, Feasibility Experiment* and the first parts only of *Sinbad, Savage Island, Frankenstein* and *Serpent From Hell*.

A somewhat shorter list now, but welcome none the less, from **Stephen Tellam** of 4 Ash Grove, North Prospect, Plymouth PL2 2JZ. Stephen's just finished his first game, *Excalibur*, and says he's almost completed *Kentilla* too, so he's willing to help anyone out on either.

Next in the stalls is **Andrew Reid** of 9 Florida Street, Mt Florida, Glasgow G42 9DN. He'll answer questions on *Bored Of The Rings, Colour Of Magic, Demon Knight, Dracula, Galaxias, Gremlins, Mural, Micro Man, Holy Grail, Spiderman* and *Subsunk*.

Then there's **Tony Faulkner** of 22 Davidson Road, Old Swan, Liverpool L13 2BT whose list includes *Custerd's Quest, Price Of Magik, Star Wreck, Rigel's Revenge, Imagination, Life Term, Jack the Ripper I, Inspector Flukeit, Kobyashi Nau* and *The Hobbit*.

Finally, a list so long I wonder if we'll have room for it. It's from **D A Ryals** of Dent Drive, Eastmoor Estate, Wakefield, West Yorks WF1 4JG. D A says a 'No sae, no reply', and I agree with him wholeheartedly, especially as he's kind enough to offer help on the following adventures and arcade adventures — *The Pyramid, Corridors Of Gennon, The Island, Airwolf, Jason's Gem, Avalon, 1985, Atic Atac, Jetman, Jetpac, Rebel Planet, Ghost Hunters, Chiller, Ah Diddums, Bugaboo, Flash Gordon, Ugh!, Minder, Marsport, Manic Miner, Ant Attack, Bobby Bearing, Agent X, Agent X II, Soul Of A Robot, Action Biker, Specventure, Shrinking Firemen, Thrusta, Jet Set Willy II,*

BACK TO THE

Boy, have I got some offers for you this month! (Sudden thinks. Have I??? Hang on... let me look in my drawers (oo-er)... oh yes, there they are. Phew.)

The discount offers from the independent adventure producers are proving so popular that I'm having to bring them back again and again by public demand. The adventure writers tell me they sell copies by the cart-load, and the buyers thank me for saving them money and introducing them to new names. I know many of you start off by ordering one game from a company, and then go back for more once you know they're reliable — as they usually are. If any of you haven't tried mail order companies before because you're worried about their reliability, do give one of them a go. You'll be pleasantly surprised.

Daylight Robbery

You all know of my admiration for that lovable cop, Inspector Flukeit, and his accident-prone sidekick, Blunders, who first featured in an adventure from Top Ten Software called, amazingly enough, *Inspector Flukeit.* A review of the rave kind appeared in these very pages. The follow-up, *The Great Peepingham Train Robbery,* was just as good, but, unfortunately, Top Ten Software sat on it for several months before pulling out of the Spectrum adventure market. Programmer Colin Jordan is now selling both games himself, so, if you've got a funny bone, do yourself a favour and try one or both at these specially reduced prices. Buy the two and you save £1.48 on the regular prices.

TO: Axxent Software, Shirwedean, Sandyhill Road, Saundersfoot, Dyfed SA69 9HN.

FROM: ....

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Please send me Spectrum versions of the following at the special *YS* prices:

Inspector Flukeit £1.75
The Great Peepingham Train Robbery.................. £2.50
Both games together.......... £3.50

I enclose my cheque/postal order for ... made payable to C Jordan.

Mine's A Bounty

River Software has been shoving out excellent Speccy adventures for a few years now, and its latest offering is so new that I'm still playing it in the hope of scribbling a review soon! If I can wade my way through some of the 1,500 locations in time it might even be appearing in this issue. If it isn't, you know I need help! In fact the programmers have been beavering away on the game especially to have it done in time for this latest batch of special offers. They promised me it would be here, and it is, so a special thanks to them and to the four playtesters who've been glued to their screens for three solid weeks — and even then only found a few typing errors and two minor buglets between them.

The game is *The Bounty Hunter,* and it utilises *PAW* ingeniously to produce a very different type of adventure. Though text only, it's got a very *Lords Of Midnight* feel to it, as you roam around more locations than you thought a *PAW*ed adventure could ever contain. It's probably the hardest game ever done by River, and not only is the company giving *YS* readers an exclusive discount of 55p on this brand new game, there's also a 75p discount voucher in the offing against any other River adventure. Bringing the total saving to an incredible £1.30. So hunt that Bounty down, folks...

TO: River Software, 44 Hyde Place, Aylesham, Kent CT3 3AL.

FROM: ....

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I enclose my cheque/postal order for £2.95 made payable to JA Lockerby for one Spectrum copy of *The Bounty Hunter* at the special *YS* price (which includes a 75p discount against any other River Software release).

Devilish Discounts

If you read my review last month, you'll know that one of the most exciting adventures I've seen recently is *Diablo!,* written and published by Mark Cantrell. It's a very different type of Spectrum adventure — and I'm starting to see several more using *PAW* in other innovative ways. The price seems a wee bit high when you first look at it, but it's a three-part adventure that comes on two

BEST INDIES

cassettes in both 48K and 128K versions, and is complete with very detailed packaging that you need in order to enjoy the game to the full. It's the kind of stuff you'd expect to find on games costing £12.95 or £14.95. Instead *Diablo!* normally costs £7.95, but for this one-off *YS* offer you can have it for only £5.95. That makes it about £1.99 per part, each of which is full-length, so it isn't so pricey after all and comes highly recommended for 128K owners in particular, who are a bit starved of good meaty games.

TO: Mark Cantrell, 112 Upperwoodlands Road, Bradford, West Yorkshire BD8 9JE.

FROM: ....

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I enclose my cheque/postal order for £5.95 made payable to Mark Cantrell for one Spectrum copy of *Diablo!* at the special *YS* price.

Icon Cut Prices

You may not know the name of Softel, but you're sure to know its games. Past successes have been published by Mastertronic, and include *Se-Kaa Of Assiah, Zzzz, Kobyashi Naru, Shard Of Inovar, Venom* and *Majik*. And I wish I had a pound for every question I've been asked on those games over the past few years! Softel is the company set up by the programmers responsible for those games, so as to market them themselves from now on.

Demigod is another icon-driven adventure, the last in the current series — which brings sighs of relief from me, though I know lots of you love them. If you do then you'll be pleased to know that *Demigod* is every bit as good as its predecessors. It would normally cost £2.49, but *YS* readers can have it for £1.99 — and there's a bonus program thrown in on t'other side of t'tape.

Nightwing is your traditional style of adventure set in the Year of Redemption 3124. Can you unlock the secrets of the dome and return humanity to the land? Can you afford to pass up this chance to save yourself 50p on the asking price? Can you possibly miss the opportunity to get a free copy of *Solaris* on the B side — the only adventure where I've failed to get out of the first location?

TO: Softel, 1 Braid Drive, Glenrothes, Fife KY7 4ES.

FROM: ....

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Please send me Spectrum copies of the following at the special *YS* prices:

Demigod........................£1.99
Nightwing......................£1.99
Both games together...........£3.50

I enclose my cheque/postal order for .... made payable to Clive Wilson.

Goo. What A Bargain!

Many of you will have donned black armbands when you heard that William Young was closing down his popular Spectrum Adventure Exchange Club due to lack of time to run it. But me? Well, I held a minute's silence then wrote to ask him if he could give *YS* some discounts on all those excellent adventures he's written and published over the past few years. He was so grief-stricken when my letter arrived that the fool agreed, and even offered to put together a special tape containing six of his popular *Dr Goo* adventures. There's 50p off *Virus* and *Castle Thade Revisited*, both of which have had glowing reviews from me in the past, and the special compilation tape is called *Dr Goo And The Samarons*, and weighs in at all of £1.49 — 25p per adventure! Is this a bargain or what?

TO: Spectrum Adventurer, 4 Kilmartin Lane, Carluke, Scotland ML8 5RT.

FROM: ....

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Please send me Spectrum versions of the following, at the special *YS* prices:

Castle Thade Revisited..........£2.00
Virus...........................£1.49
Dr Goo And The Samaroons....£1.49

I enclose my cheque/postal order for ...... made payable to William Young.

Postage is free in the UK, but overseas readers please add £1 per order (any number of tapes) to cover extra costs.

Android I/II, Alchemist, Journey's End, Luna Crabs, Sinbad, Vampire, Feud, SeKaa, Ghostbusters, Sabre Wulf, Hobbit, Hysteria, Play For Your Life, Moley Xmas, Gunstar, Stormbringer, Popeye, Marble Madness, Dan Dare, Grange Hill, Dizzy I/II, Olli And Lisa, Spindizzy, Movie, Auf Wiedersehen Monty, Endzone, Ricochet, Survivor, Rigel's Revenge, Werewolf Simulator, Danger Mouse, Majik, Snow Queen 1, Deadenders, Ship Of Doom, Planet Of Death, Inca Curse, The Realm, Golden Eggcup, Demon Knight, Search For The Holy Grant Cheque, SMASHED, Holy Grail, Knightmare, Malice In Blunderland, Aftermath, Advintro 7/8, Colour Of Magic 1, Stifflip 1/11, Ludoids, Spell Of Christmas Ice, Excalibur, Sword Of Kings, Escape, Doctor Destructo, Blind Panic, Metal Army, Northstar, Qarx, Blade Warrior, Loads Of Midnight, Matt Lucas, The Never Ending Story (or Maggie Thatcher, otherwise known as *The Never Ending Tory*), *Bored Of The Rings, Mafia Contract II, Spy Trek, The Pawn, Kobyashi Naru, Mordon's Quest, Ruby Runabout, Three Weeks In Paradise, Questprobe III, Double Agent, Terror Of Trantoss, Dracula I* and *The Vera Cruz Affair.*

LOST SOULS

"I have finished an adventure!" this first letter begins, only to go on to admit that its writer has only got as far as Level Two. The game is *The Inheritance* from Infogrames, and the lying . . . sorry, the Lost Soul is **David Aitken** of 114 Monkland Avenue, Kirkintilloch, Glasgow G66 3BS. Can anyone tell David the code for Level Three, or what bus to get on Level Two, as he's seriously thinking of smashing up his tape?

"Can you help me with the Martech game, *The Planets?*" Well no, I can't, but I'm sure some kind-hearted reader out there can. The little pleader is **Alan Hargreaves** of 8 Battle Road, RAF Benson, Oxon OX9 6DS, and he wants to know what to do after getting the first password. "I can't get the robot to get a capsule or work out the 'ANA CODE' in the onboard computer." Answers to Alan, who says he wants to get as much out of the game as he can because he's very interested in astronomy. Fancy that, so's my brother, Pete the Programmer. At least that's what he claims he was doing when we caught him standing in the garden with his telescope trained on next door's bathroom window. "Watching heavenly bodies," he claimed.

Yes, well, enough of that and on to **Paul Brown** of 11 Porthkerry Place, Mynachdy, Cardiff CF4 3EE. Paul wants any help at all on two games he's having a right old struggle with. One is *Mind Games*, and the other is an old text-only game published several years ago by Argus called *Quest For Eternity*. I've drawn a blank on this title, and think Paul must be the only person in the universe who's got a copy. However, if there is another player out there, on this or any other planet, please contact him at the address above.



THE BOUNTY HUNTER

"You have beamed yourself down onto the Sea of Stones and as you survey this drab, lifeless expanse, you wonder what life forms, if any, still exist in this forgotten world." Is this the *Trick Or Treat* office then? No, it's Karakata, and the game is *The Bounty Hunter.* This isn't a quest for the holy chocolate bar, or even for nubile women in skimpy bathing cossies (what a shame) — only the new release from the ever-reliable River Software. The marks don't really reflect the game — so maybe I'd better change the marking system, as it's excellent stuff! There aren't any graphics, the text is adequate rather than special, and it's maybe a teensy bit over-priced at £3.50 (considering it hasn't the usual bonus game on the reverse). But what a terrific adventure all the same!

PAW is really coming into its own these days as a programming utility, as clever-bod programmers do things that make you stutter with admiration. Just how have they squeezed 1,500 locations into this game? Some of the text repeats itself in adjacent locations, so methinks there's a smart use of flags and counters somewhere along the line.

The game is *very* different. You are placed on the surface of the planet Karakata. Your mission — to exterminate all the Viroids you find. You're equipped with a 35,000 volt Pulser, which should come in handy, as well as a micro-compass, a WATCH and 40 Pacs. What on earth, or even on Karakata, is a Pac?? I dunno, go out and find me a PacMan at once! And how is a WATCH different from a watch? Well, this one is a Wrist Analogued Teleport and Communications Hardware. Which is all very well but does it keep good time?

Along with the game you get an authorisation document and a map of the area on Karakata where you've been beamed down. It looks a very friendly landscape — the Haunted Hills, Fell Beast Cliff, the Tarpits, the Deadlands . . . just the place for your summer hols! And that's precisely the time you'll need if you're to have any hope of getting places in this game. It's a toughie.

Each location has two co-ordinates, a N/S and an E/W, and you can either walk around the place as per normal, or, to speed things up, insert a Pac into your WATCH, enter the required co-ordinates and be beamed there instantly. Unless there's a problem in the way, of course, as I very soon found out when I tried to teleport myself up a cliff when the conventional path was full of falling rocks. You only have a limited supply of Pacs, however, so best first to explore a little on foot and get your bearings. You're told at the start that as long as you have at least one Pac at your disposal, the game can be completed.

At the top of the screen is your location description, and at the bottom is room for inputs and program responses. Between the two is a strip of information giving you your current co-ordinates, number of Pacs left, number of Viroids still to be caught and range display. This flashes mauve when a Viroid's been detected close by, and red when it's within range of your Pulser.

There's good use of random messages to brighten the game up. These can get a bit boring though because there's a lot of repetitive landscape to move yourself around until you find where everything is and start to come across the first few problems. But once you begin to find a few objects, plus some other characters, situations and nasty creatures, the game really starts to intrigue you. It might seem strange that a text-only adventure reminds me of the classic *Lords Of Midnight*, but the map is familiar and an equally convincing and varied world has been created — not the easiest of things to do in an adventure game.

River Software says this is the hardest adventure it's yet released, which I can believe! No solutions will be handed out, although River will be giving clues if you need them. And you will, you will! I said that I thought the game was a little over-priced, but there's a lot of work gone into it and I reckon you'll be playing it for yonks — three yonks, at least, is my guess, and that's about a pound per yonk. Not bad at all. This is definitely the best adventure I've seen since . . . oh, since the last best adventure I saw. Cancel all spending on choccies at once and buy *The Bounty Hunter* instead.



Rating	
Graphics	
Text	
Value for Money	
Personal Rating	7

Title .... *The Bounty Hunter*
Publisher ..... River Software, 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL (Cheques payable to J.A. Lockerby)
Price £3.50



SOCCER SQUAD



Gremlin/£9.99 cass/£14.99 disk

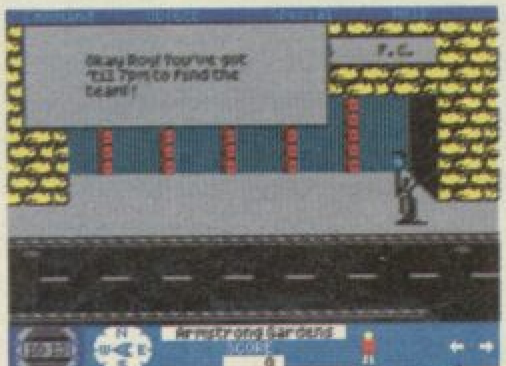
Matt Blimey! Where's Marcus? This is the sort of thing he should be doing. Oi! Marcus, come here! . . . Ahem. Dr Berkmann seems to have decided he's sick of footie games and has done a runner. You'll regret this, you scamp!

Ah, well. Gremlin's *Soccer Squad*. It's done a fair number of footie games over the years, hasn't it, Spec-chums? They're not all brilliant, but at least this compilation gives us four quite different ones so there's little danger of repetition. So, let's kick off (ahem) with . . .

Roy Of The Rovers

Weird, this one. I'd even venture well weird. The story seems to have been cobbled up more along *Viz* lines than those of Roy's own strip (oo-er). Get this – the Melchester Rovers ground is due to be bulldozed and turned into a multistorey pet food emporium or somesuch, and Roy's organised a celebrity five-a-side match to save it. But yikes! Roy's team has been kidnapped and our hero has to rush around the place rescuing his buddies in time for the five o'clock kick off.

In other words there are two games here, the first being a sort of adventure where you run around the streets of Melchester looking for clues as to where your team has been hidden. The computer flips the screen around 90° every time





you turn a corner (so you're always walking horizontally across it), and you can pick up objects or talk to people you meet using option windows pulled from the top of the screen. The puzzles are pretty tricky though and since you've got a time limit it looks like you'll have to play the second half of the match with only one player. Lumme!

As for the footie bit itself, it's a sort of inferior *Match Day II*, but with trickier controls and teams that are almost impossible to tell apart. Still, once you get good at the first bit and manage to find one or even two other players you might be in with a chance. Not the greatest footie sim, but it's quite fun the way the two parts hang together.

Verdict: 71°

Footballer Of The Year

Another weird twist on the soccer game. In this one you play a rookie fourth division striker, hoping to work your way up the league and through various teams to be nominated Footballer



Of The Year. You have a wodge of money and must buy Goal Cards (which give you a chance to score when you play them) or Incident Cards (which give you random bonuses like Chance Cards in *Monopoly*) as well as play the game. Graphically quite nice, but it's a bit dodgy the way the league positions of teams bear little resemblance to the number of games they appear to have won or lost. Nicely programmed, but a bit lacking in the playability department for my money.

Verdict: 66°

Gary Lineker's Superskills

A totally different ball game (ho-ho). This one's all training, comprising weights, press-ups, squat thrusts and the like. It's a multiload, so you've time to rest from the monkey bars (that really crap thing they have on army assault courses where they make you hang from a ladder upside down) before moving onto the ball skills. There's juggling, dribbling and shooting to get right, and a fair amount of joystick waggling involved to build your power up. Like Daley Thompson in Ocean's *Olympic Challenge* you get to cheat a bit by taking glucose tablets. And that's it really. Not all that



much to do with football at all, but quite a fun gym sim all the same.

Verdict: 65°

Gary Lineker's Superstar Soccer

Another of Gremlin's management-game-cum-footie-action packages, this one features a nightmarish pic of our Gazza on the loading screen. In fact, it's probably inferior to *Footballer Of The Year* in that, even though it's got more to it, what's there is less polished. The first half is all



trading and training players as you build up a squad of ten, (possible recruits are graded in terms of age and skill) and then it's onto the match itself which actually uses only six players. It's jerkier than *Match Day II*, harder to control and generally less fun all round. You choose the joystick control of either the centre forward or goalie, while the computer looks after the rest of the team. Choose to control the coach as well and you can pick from a menu of attacking or defensive tactics. It's all perfectly playable, but falls between two stools, being neither a full-blown management game or an arcade game.

Verdict: 62°

And there we have it. Gremlin certainly likes its football, but does football like it? This is quite a fun compilation for soccer fans but, to be honest, the point of the actual game seems to have eluded the programmers a bit. Most of these attempt to combine management strategy and arcade soccer in some way and aren't that brilliant at either. Wouldn't you be better off buying *Match Day II* for the action and *Football Manager* for the strategy and tossing the idea of combining the two down the dumper for bad ideas where it belongs? (Clue – yes you would.)

final

LIFE EXPECTANCY	GRAPHICS
61°	66°
INSTANT APPEAL	**ADDICTIVENESS**
68°	63°

Diagnosis

Quite a fun soccer simulation, but no real standout games. For fans only.

67° verdict

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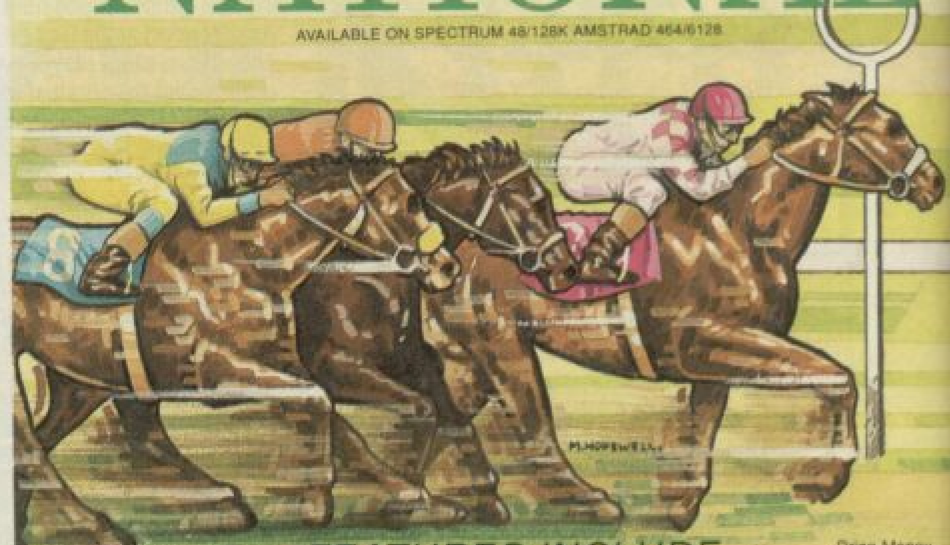
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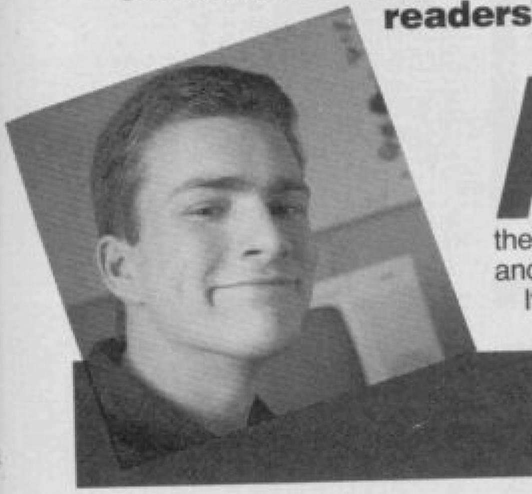
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PROGRAM PITSTOP

And it's a rip-roaring round of applause, ladies and gentlemen, as Jonathan 'Jonathan' Davies returns to the podium to deliver a second selection of readers' listings and loaders. Hooray, we say. Hooray!



After the deluge of letters, telegrams and bouquets that flooded in congratulating me on my first Pitstop, they've decided to let me do another one. So here it is.

If you found fulfilment in the *Mega Text* program that first appeared, phrroo, millenia ago, **Rick O'Neill**'s *Giga Text* is one step up again. Then, hot on its tail, that Master of the Multiface, **Anthony Purvis,** returns with the first half of his *Setsearcher* listing. This devastatingly handy program could revolutionise computing as we know it. Unlikely, but it might. And **Daniel Leslie** shows that Speccies respond particularly well to a dose of James Last down the ear socket.

GIGA TEXT

by Rick O'Neill

Text utilities aren't exactly new to Pitstop, but here's one that'll blow your lips off. For not only will **Rick O'Neill**'s masterpiece print in characters four (yes, *four*) times the usual size, it will do it in any of eight (that's right, *eight*) different styles. And all with the grace and speed that only 100% Machine Code can provide.

What's more, it's unbelievably easy to use. Just type in the Basic Loader/demo and save it with SAVE "GIGA TEXT" LINE 10. Then type the Hex Listing in with the Hex Loader, and save it after the first part. It really is that simple, folks.

Finer Details

On reloading the program you see a quick demonstration, and then it's over to you. First, choose a style of text, from one to eight. These are as follows:

1. Bold
2. Outlined
3. Light shadow
4. Heavy shadow
5. Bold offset
6. Outlined offset
7. Outlined bold
8. Inline

Then, define a string M$. Say, for instance, you wanted to print 'Rooibostea', outlined, at a position 75 pixels across and 63 pixels down. You'd type in LET M$=CHR$(75)+CHR$(63)+"2Rooibostea" and then RANDOMIZE USR 65000 to print it. Et, well, voilà!

Now, who's going to write *Tera Text*?

Basic Loader

```
   5 RUN 20
  10 CLEAR 64999: LOAD ""CODE
  20 POKE 23693,71: POKE 23624,7
1: OUT 254,0: CLS
  30 LET print=65000
  40 LET L=1000: GO SUB 200
  50 PAUSE 0: CLS
  60 LET L=1060: GO SUB 200
  70 PAUSE 0: CLS
  80 LET L=1100: GO SUB 200
  90 PAUSE 0
 100 CLS
 110 PAPER 2: PRINT AT 9,0,,,,,,
: INK 6: LET M$="HSTHE END": RA
NDOMIZE USR print
 115 PAPER 0: INK 4: LET M$="r2
YS IS GREAT": RANDOMIZE USR prin
t
 120 PAUSE 20: INK 1+(RND*6): IF
 INKEY$="" THEN  GO TO (120 AND
USR print)
 140 GO TO 10000
 200 RESTORE L: READ N: FOR N=0
TO N-1: READ M$
 210 READ I,Y: INK I
 220 LET M$=""+CHR$ Y+M$
 230 RANDOMIZE USR print
 240 NEXT N
 250 RETURN
1000 DATA 6,"7HELLO THERE",7,0
1010 DATA "1This program",5,40
1020 DATA "6DEMONSTRATES",4,64
1030 DATA "1the features of",5,8
8
1040 DATA "1this fancy",5,108
1050 DATA "8PRINT UTILITY",7,140
1060 DATA 6,"2As you can see",4,
10
1065 DATA "2it has different",4,
36
1070 DATA "7STYLES.",7,58
1080 DATA "2Eight in all.",6,100
1090 DATA "5Press a key",7,150
1095 DATA "5to see them",7,170
1100 DATA 8,"1BOLD",2,0
1105 DATA "2Outlined",3,24
1110 DATA "3Light shadow",4,48
1115 DATA "4Heavy shadow",5,72
1120 DATA "5Bold offset",6,96
1125 DATA "6Outlined offset",7,1
20
1130 DATA "7Outlined Bold",6,144
1135 DATA "8Inline",5,168
9999 SAVE "Print Demo" LINE 10:
SAVE "Print Code"CODE 65000,462
```

Hex Loader

```
  10 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT ''"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

Hex Listing

```
65000 C3 F2 FE A7 C8 C5 47 24 =1362
65008 7C E6 07 20 0C 78 C6 20 =760
65016 6F E6 E0 28 04 7C D6 08 =955
65024 67 10 EC C1 C9 47 00 06 =826
65032 01 A7 C8 F5 CD 17 FE 3E =1157
65040 01 CD EB FD F1 10 F4 08 =1203
65048 7C FE 58 D0 E5 7C E6 18 =1281
65056 0F 0F 0F C6 58 67 3A 8D =633
65064 5C 77 E1 3A 06 FE A7 20 =953
65072 04 08 B6 77 C9 08 2F A6 =735
65080 77 C9 C5 D5 E5 EB 7E 21 =1353
65088 00 00 06 04 0F CB 1C CB =459
65096 2C 0F CB 1C CB 2C 0F CB =755
65104 1C CB 2C 0F CB 1C CB 2C =768
65112 0F CB 1D CB 2D 0F CB 1D =742
65120 CB 2D 0F CB 1D CB 2D 0F =758
65128 CB 1D CB 2D 79 0E 00 A7 =782
65136 28 09 47 CB 1D CB 1C CB =786
65144 19 10 F8 EB 78 E5 CD 07 =1089
65152 FE E1 23 7A E5 CD 07 FE =1331
65160 E1 23 79 E5 CD 07 FE E1 =1301
65168 E1 D1 C1 3E 02 C8 EB FD =1384
65176 C9 7E FE FF C8 08 23 7E =1205
65184 32 08 FE 08 E5 D9 4F D9 =1062
65192 21 C5 4A 11 01 63 06 08 =438
65200 1A C5 D5 E5 E5 6F 26 00 =1043
65208 29 29 29 ED 5B 36 5C 19 =622
65216 EB E1 D9 79 D9 47 E6 07 =1323
65224 4F 78 E6 38 0F 0F 0F CD =735
65232 EB FD 78 E6 80 32 06 FE =1276
65240 06 08 CD 3A FE 13 10 FA =816
65248 E1 D1 C1 23 23 13 05 C2 =915
65256 B0 FE E1 23 C3 99 FE 4D =1369
65264 24 0D 2A 5D 5C E5 21 EF =777
65272 FE 22 5D 5C 0E 4D CD B2 =947
65280 28 D1 ED 53 5D 5C D8 23 =1005
65288 7E 3D 3D 3D 47 A7 C8 32 =797
65296 AF FE 23 23 7E FE 1F 38 =966
65304 03 3E 10 90 08 23 7E 4F =473
65312 E8 79 E6 C0 0F 0F 0F C6 =1021
65320 40 67 79 E6 07 B4 67 79 =929
65328 E6 38 87 87 AF 08 B5 AF =967
65336 22 A9 FE EB 23 7E 23 22 =922
65344 AC FE 21 5C FF 3D E6 07 =1104
65352 A7 28 0E 4F D6 C0 7E 23 =467
65360 FE FF 20 FA 04 78 B9 20 =1132
65368 F5 C3 99 FE 01 03 08 01 =560
65376 0A 01 FF 01 03 08 01 0A =289
65384 01 89 01 FF 09 01 80 01 =533
65392 FF 09 03 10 01 12 01 80 =431
65400 01 FF 24 01 98 01 01 03 =453
65408 08 01 0A 01 FF 24 01 98 =467
65416 01 01 03 08 01 0A 01 89 =162
65424 01 FF 01 05 03 05 08 03 =281
65432 0A 03 0C 03 8A 03 91 01 =315
65440 93 01 FF 01 05 03 05 08 =475
65448 03 0A 03 0C 03 8A 03 91 =317
65456 01 93 01 12 01 FF 7E 00 =549
STOP
```

SETSEARCHER

by Antony Purvis

Here, as threatened, is the sequel to **Antony Purvis**'s *Super Text Search*. It's even slicker, even more packed and, erm, even longer. *Setsearcher* is so eye-wateringly long, in fact, that it's being split over two issues. You'll have to wait 'til next month to actually get it working! Sorreeeeee!

But what is it? Well, if you've ever been frustrated by the boring old Sinclair character set, and have marvelled at the wondrous fonts featured in commercial software, this could be for you. It will let you hunt down, drag to the ground and make a copy of any font from any piece of software that tickles your fancy, no matter how heavily protected the game that it's hidden in is.

Too good to be true? You will, of course, need a Multiface One or a 128. Or indeed a Multiprint. So now's the time to stop stalling and go out and get one. Back yet? Right.

The Low-Down

Once it's been safely installed onboard your 'face, *Setsearcher* can be called up from the middle of the game you're playing by merely pressing the button. The program will then hazard a guess as to the whereabouts in the memory of the set, and will hopefully display a copy of it on screen. If it gets it wrong, or can't find one, you'll have to go over to manual and root it out yourself. Once you've found the set of your dreams, you can save a copy of it onto tape and, hey presto, it's all yours.

More details next month. In the meantime, here's a Basic Loader and the first half of the Hex dump. The procedure for getting it all going is very similar to the one for *Text Search*, so if you mastered that you're halfway there already.

Type in the Basic bit, and save it with SAVE "Setsearch" LINE 10. Now you can make a start on the Hex. It'll be worth it in the end. Really.

To be continued...

Basic Loader

```
 10 LOAD ""CODE 40000
 20 LOAD ""CODE 50000
 30 CLS
 40 PRINT "READY TO INSTALL"
 50 PRINT ''"ENSURE MF IS ENABLE
D"
 60 PRINT ''"PRESS ANY KEY TO"
 70 PRINT "CLEAR SPECTRUM"
 80 REM
 90 REM IF YOU HAVE A M/F 128
100 REM WHICH CAN ACCESS THE
110 REM DISCIPLE DISC INTERFACE
120 REM THEN ADD THIS LINE:
130 REM
140 REM  35 POKE 40001,191: POK
E 40051,63
150 REM
160 PAUSE 1: PAUSE 0
170 RANDOMIZE USR 40000
```

Hex Listing Part One

```
40000 DB 9F 3E FF 32 02 20 21 =812
40008 00 21 22 00 20 3E 52 32 =293
40016 03 20 3E 55 32 04 20 36 =330
40024 4E 32 05 20 21 00 9D 11 =372
40032 00 21 01 BB 08 ED B0 21 =673
40040 50 C3 11 00 3C 01 08 03 =364
40048 ED B0 DB 1F C3 00 00 00 =858
40056 00 00 00 00 00 00 00 00 =0
40064 00 00 00 00 00 00 00 00 =0
40072 00 00 00 00 00 00 00 00 =0
40080 00 00 00 00 00 00 00 00 =0
40088 00 00 00 00 00 00 00 00 =0
40096 00 00 00 00 00 00 00 00 =0
40104 00 00 00 00 00 00 00 00 =0
40112 00 00 00 00 00 00 00 00 =0
40120 00 00 00 00 00 00 00 00 =0
40128 00 00 00 00 00 00 00 00 =0
40136 00 00 00 00 00 00 00 00 =0
40144 00 00 00 00 00 00 00 00 =0
40152 00 00 00 00 00 00 00 00 =0
40160 00 00 00 00 00 00 00 00 =0
40168 00 00 00 00 00 00 00 00 =0
40176 00 00 00 00 00 00 00 00 =0
40184 00 00 00 00 00 00 00 00 =0
40192 AF D3 FE 2A 36 5C 24 11 =881
40200 00 5B CA 00 ED 52 30 05 =661
40208 21 00 5B 18 01 19 22 F6 =454
40216 3B 21 00 40 11 E6 20 01 =449
40224 00 08 ED B0 21 00 58 01 =543
40232 00 01 ED B0 00 21 68 A1 =712
40240 CD 08 25 11 00 58 01 00 =356
40248 01 ED B0 21 60 40 22 FE =895
40256 3B 21 00 3C 22 F8 3B 21 =526
40264 68 A2 CD 08 25 CD FE 24 =1011
40272 00 21 AA 40 22 FE 3B 21 =647
40280 00 3C 22 F8 3B 00 2A F6 =689
40288 3B 00 CD 4A 23 21 00 40 =470
40296 22 FE 3B 2A F6 3B 22 F8 =976
40304 3B 06 20 78 CB D6 24 04 =676
40312 78 FE 80 20 F6 21 6C 40 =985
40320 22 FE 3B 21 53 A1 00 CD =829
40328 08 25 CD FE 24 CD 25 24 =818
40336 FE 62 28 1A FE 73 28 7A =949
40344 FE 72 28 1A FE 31 28 2C =821
40352 FE 71 28 42 FE 61 28 48 =936
40360 FE 7A 28 4C 18 DF 21 00 =772
40368 5B 22 F6 3B 18 98 21 E6 =872
40376 2B 11 00 40 01 00 08 ED =372
40384 B0 11 00 58 01 00 01 ED =520
40392 B0 C7 C9 00 2A F6 3B 06 =929
40400 FF 10 FE 06 FF 10 FE 24 =1092
40408 7C FE 00 20 03 3E FF 67 =833
40416 22 F6 3B C3 51 21 2A F6 =936
40424 3B 25 23 22 F6 3B 18 DC =714
40432 2A F6 3B 24 28 22 F6 3B =765
40440 2A F6 3B 06 FF 10 FE 06 =884
40448 FF 10 FE 25 7C FE 5A 20 =1062
40456 03 3E 58 67 22 F6 3B C3 =793
40464 51 21 3E 00 32 FA 3B 00 =535
40472 21 14 A1 CD 08 25 11 08 =492
40480 00 19 E5 D1 13 01 09 00 =492
40488 36 20 ED B0 21 EA 58 11 =871
40496 EB 58 01 15 00 36 8F ED =779
40504 B0 21 F5 58 11 F6 58 01 =894
40512 09 00 36 07 ED B0 21 EA =750
40520 41 22 FE 3B 21 00 3C 22 =538
40528 F8 3B 21 14 A1 CD 08 25 =771
40536 CD FE 24 CD 25 24 FE 00 =1027
40544 20 F9 CD 25 24 FE 00 28 =853
40552 F9 FE 0D 28 2B FE 0C CA =1067
40560 22 23 32 F4 3B 3A FA 3B =789
40568 00 3C FE 08 28 C8 32 FA =865
40576 3B 21 14 A1 CB 08 25 06 =529
40584 00 3A FA 3B 00 4F 09 0E =469
40592 0A 09 3A F4 3B 77 18 AE =697
40600 3A FA 3B 00 FE 00 28 A6 =827
40608 21 EA 40 22 FE 3B 21 28 =754
40616 A1 CD 08 25 CD FE 24 21 =939
40624 EA 58 11 EB 58 01 15 00 =684
40632 36 8F ED B0 CD 25 24 FE =1142
40640 00 20 F9 CD 25 24 FE 00 =813
40648 28 F9 21 EA 40 22 FE 3B =967
40656 21 14 A1 CD 08 25 CD FE =923
40664 24 21 14 A1 CD 08 25 01 =501
40672 0A 00 09 00 23 00 11 42 =137
40680 A1 E5 95 E1 CD 08 25 E5 =1307
40688 D1 E1 13 ED B0 3E 00 21 =961
40696 42 A1 CD 08 25 E5 DD E1 =1152
40704 11 11 00 CD 76 23 06 FF =653
40712 C5 06 FF 10 FE C1 10 F8 =1185
40720 3E FF DD 2A F6 3B 11 00 =902
40728 03 CD 76 23 AF D3 FE C3 =1196
40736 2D 21 3A FA 3B 00 FE 00 =699
40744 CA 46 22 21 14 A1 CD 08 =733
40752 25 06 00 3A FA 3B 00 4F =489
40760 09 0E 0A 09 3E 20 77 3A =313
40768 FA 3B 00 30 32 FA 3B C3 =924
40776 46 22 11 10 27 CD 69 23 =521
40784 11 E8 03 CD 69 23 11 64 =714
40792 00 CD 69 23 11 0A 00 CD =577
40800 69 23 11 01 00 CD 69 23 =503
40808 C9 AF ED 52 3C 30 FB 19 =1079
40816 C6 2F CD D6 24 C9 00 21 =434
40824 3F 05 00 21 80 1F CB 7F =590
40832 28 03 21 98 0C 08 13 DD =488
40840 2B F3 3E 07 47 10 FE D3 =902
40848 FE EE 0F 06 A4 2D 20 F5 =999
40856 05 25 F2 8D 23 06 2F 10 =529
40864 FE D3 FE 3E 0D 06 37 10 =[illegible]
```

SPECTOGRAF

by Daniel Leslie

Sound-to-light routines are always a hit, especially if they're as aesthetically pleasing and, moreover, as short as this one. *Spectograf* is one of a huge number of routines sent in by **Daniel Leslie**, a man who seems to be abnormally preoccupied with Jean-Michel Jarre and male reproductive equipment.

It needs little introduction. Type the Basic in and save it with SAVE "Spectro" LINE1. Then type in the Hex using, would you believe, the Hex Loader and save that following the Basic.

Load everything back in, and play your fave music cassette through the ear socket. You'll need to tweak the volume and tone for optimum performance. Daniel also suggests putting a piece of greaseproof paper over the screen and switching off all the lights. *(Oo-er! Ed)* Rather you than me.

Basic Loader

```
 10 LOAD "GRAFCD"CODE
 20 PAPER 0: BORDER 0: INK 5: B
RIGHT 1: CLS
 40 RANDOMIZE USR 60000
 50 STOP
999 SAVE "SPCTRGRAF" LINE 10: S
AVE  "GRAFCD"CODE 60000,99
```

Hex Listing

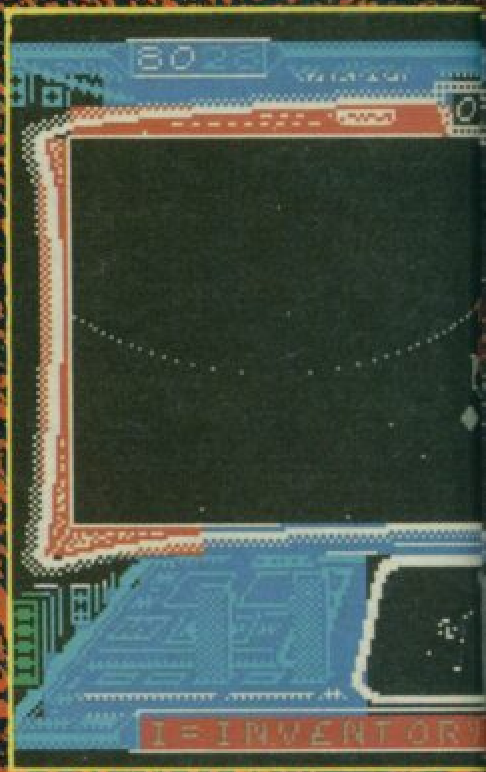
```
60000 21 A5 EA 0E 40 7E E7 23 =886
60008 00 C3 A5 EA 21 00 48 01 =648
60016 00 0B 3E 75 DB FE CB 77 =992
60024 C2 93 EA 6F 77 23 3E EF =1205
60032 DB FE CB 47 CB CB 4F CC =1433
60040 99 EA 0E 78 B1 C2 72 EA =1236
60048 C3 6C EA 3E FF C3 7C EA =1407
60056 3E EF D6 FE CB 4F CA 98 =1410
60064 EA C9 20 20 20 20 20 20 =627
60072 20 20 20 20 20 20 20 4A =298
60080 20 41 20 52 20 52 20 45 =426
60088 20 20 20 20 20 20 20 20 =256
60096 20 20 20 20 20 20 20 20 =256
60104 20 44 45 53 54 49 4E 41 =552
60112 54 49 4F 4E 20 44 4F 43 =560
60120 4B 4C 41 4E 44 53 20 20 =509
60128 20 20 20 20 20 20 20 20 =256
60136 20 20 20 20 20 20 00 00 =192
STOP
```

That's All, Folks!

This seems a sensible point at which to sign off, so cheerio for now, and remember that there will always be a home for your routines at Pitstop. The address, as always, is Jonathan (that's 'Jonathan', not Jon, Jonny, Joz, Jon-Boy or any of these other vile variations) Davies, Program Pitstop, *YS*, 14 Rathbone Place, London W1P 1DE.



Here we are in the tunnels of Wackfunk, one of Millway's seven moons (be careful how you say that first bit). Pretty red, huh? Fortunately, there's a laser around here somewhere, only we've gone the wrong way again. Sassen frassen rassen...



Up with the moons of Millway. R... think? There's only one thing s... shooting at you. AARGH! Don't...

STARG

Rainbird/£14.99 cass/£17.99 disk



Marcus Two years have passed since the Egrons' unsuccessful invasion of the planet Novenia (or since you last loaded up *Starglider*). The wreckage of the fearsome Starglider fleet lies rusting in a corner somewhere, while the various freedom fighters who sorted out the Egrons sit in bars and tell long boring stories about how brave they were and yes, they'd love another drink. Could you make it a large one? (Oo-er.)

The Egrons, though, are unimpressed. Novenia, for some reason that escapes me right now, gets up the Egron nose right and proper. So much so, in fact, that they decide to build a giant projector beam around the planet Millway, point it at Novenia and, well, turn it on. The idea? One less planet on the skyline and lots of happy Egrons.

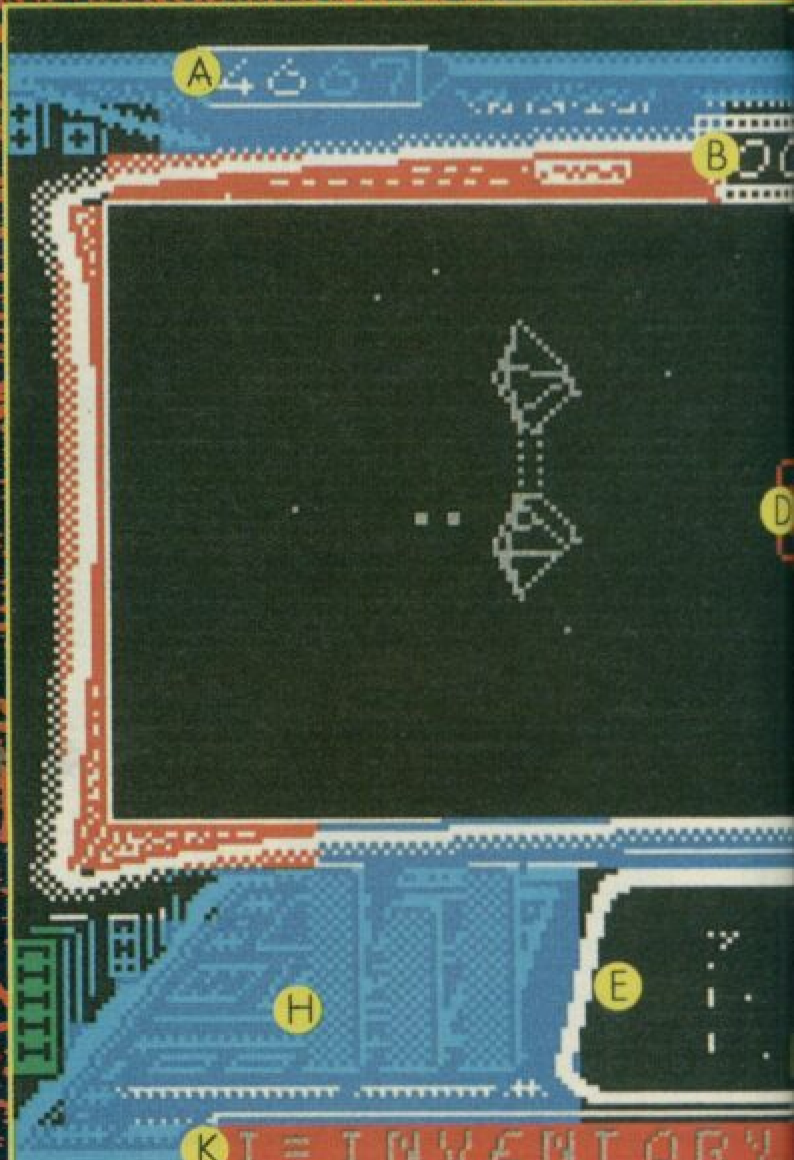
Now this all seems a little unsporting to everyone on Novenia, and indeed to everyone who's not an Egron. It's time, everyone says, for a bit more freedom fighting. It's time (stirring music) for *Starglider 2*.

It certainly is time, as it's more than two and a half years since *Starglider 1* first came out. In the meantime, though, that spanky old blaster has seen its way onto the ST and Amiga, sold a stack, and prompted a swift sequel on the 16-bitties. Now it comes home to roost on the dear old Spec.

But *SG2* is a different kettle of turbot to its illustrious predecessor. While *SG1* was a riproaring vector graphics shoot 'em up in the great tradition of the *Star Wars* games, the new one is a touch more complex. There are still loads of things to zap, but there's method behind your madness now – or at least there should be, if you're planning to finish the game.

Your mission is to stop the space station (Starglider 2, as it's called) being built, and the best way to do that is to blow it up with a neutron bomb. Much of the game involves trolling around the star system, picking up useful pieces of equipment that'll help you get the neutron bomb built – if, that is, you've found the people to do the job. Some objects are just lying around, while others will need to be traded. There are six planets and God knows how many moons in the system – prepare to visit the lot.

The graphics are still in that distinctive wireframe mould, and different planets tend to be in different colours, which perks things up a bit. Inevitably some of the zappier effects on the ST version have not made it to the Spec – no solid graphics here, I'm afraid – but it's nevertheless fast and extremely playable. Between planets you can use the Stardrive, which conveniently brings journey times down to a few seconds and also helps if, for some reason, you want to run away from something. Most of the time, though, it's you who does the chasing. Many of the goodies you need can be found by blasting passing pirate ships, for when they explode they conveniently leave their cargo floating in



A Your grid co-ordinates show you where you are on the planet or elsewhere – useful if you want to go there again some time.

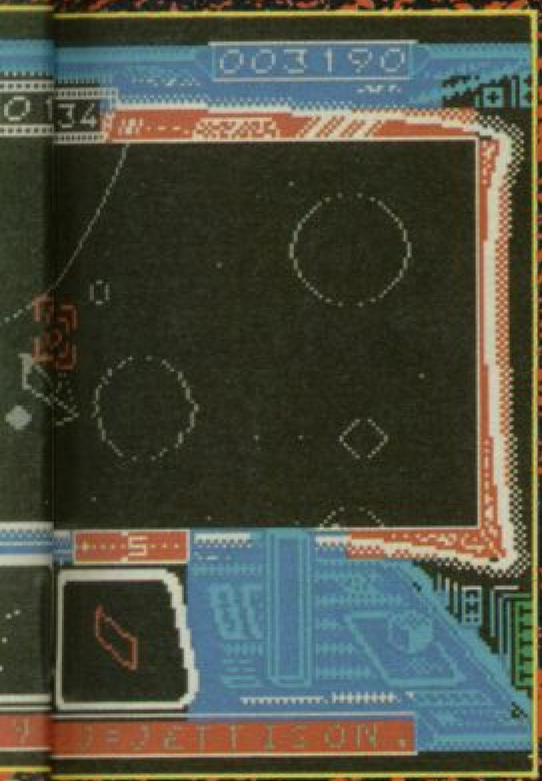
B The digital clock is your countdown (or rather count-up) to the end of Novenia. So stop sitting around – get going!

C Your score, dummy.

D Your cursor, for shooting with, operating your tractor beam and getting IDs on unknown objects or people.

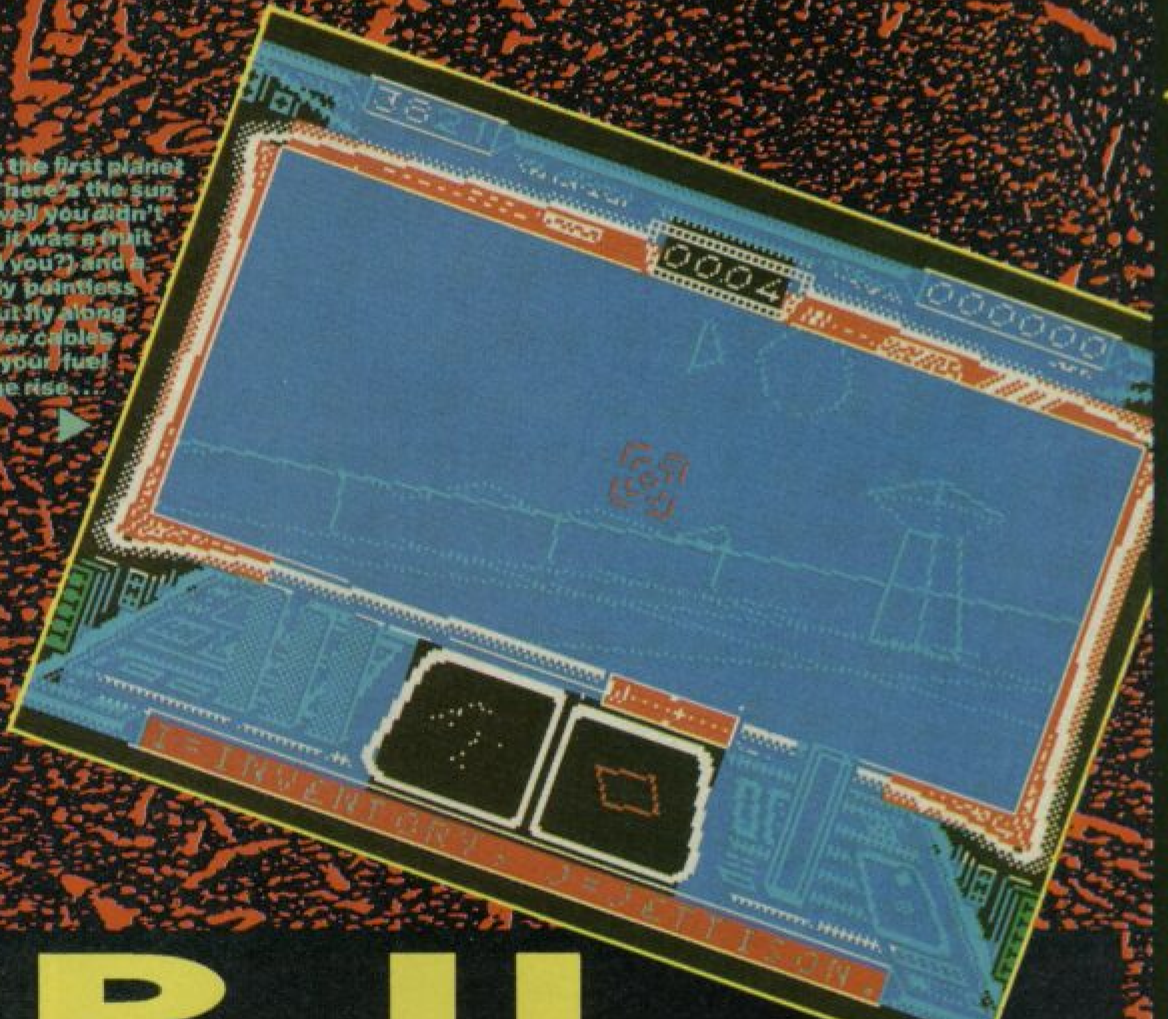
E The Local Area Scanner, which shows all objects within range of your ship. And they're all trying to get you.

F A standard 360 compass, also useful for knowing where you're going (if not why).

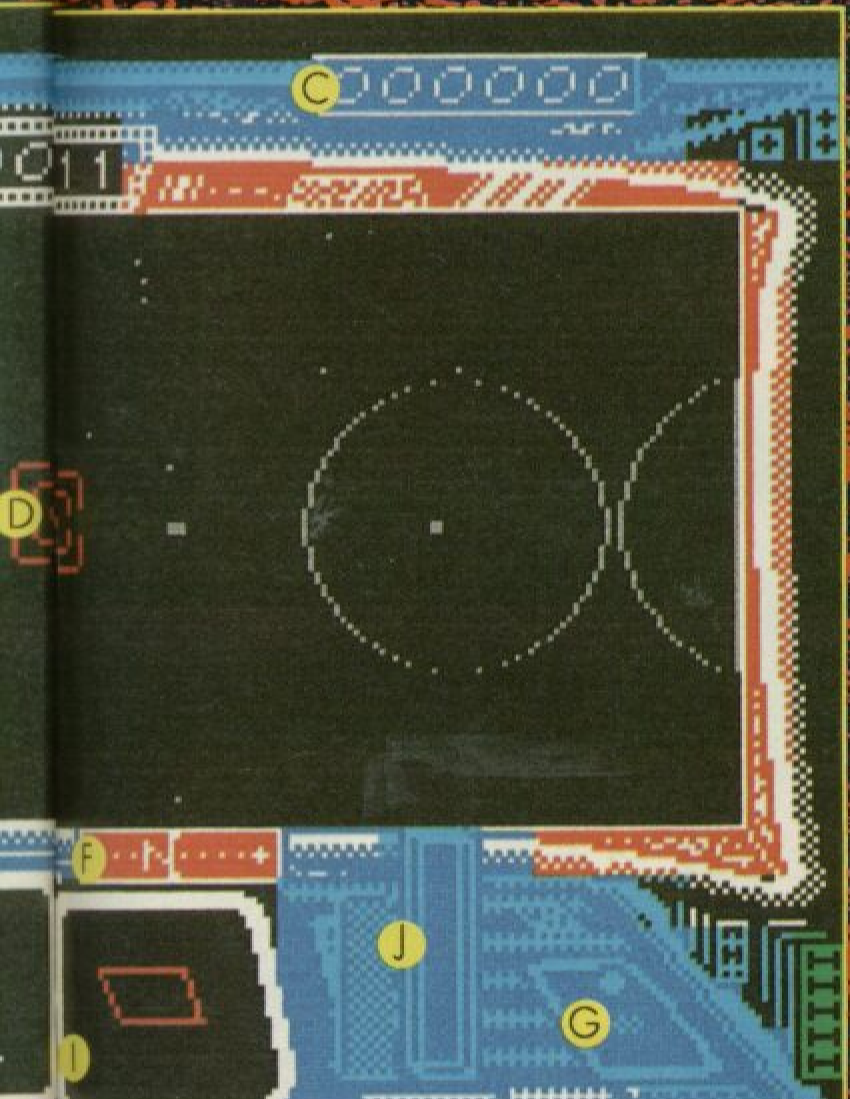


…ther pretty around here, don't you …oiling the view – a flying saucer …anic, Mr Mainwaring, don't panic!

Apogee is the first planet you'll see. There's the sun up there (well you didn't think it was a fruit pastille, did you?) and a reasonably pointless tower. But fly along those power cables and watch your fuel gauge rise…



…LIDER II



G This shows the weapon you've selected (a plasma ball in this case). On the 128K this'll be animated – on the 48K, it's just still. Aaaah.

H These five indicators show you (from left to right) how many bouncing bombs you've got (none), how much laser energy you've got (none), how much plasma energy (lots), how your shields are doing and how much fuel you have left. Gasp!

I This is an artificial horizon, a silly sort of gadget which lets you know which way up you are. Don't you know?

J These two show your speed and height off the planet you're on (it doesn't work in space). Are you remembering all this?

K And this is your message screen. Read, digest, remember.

space for you to pick up with a tractor beam. You'll also have use for any asteroids you may spy, as they can be used for refuelling purposes – pretty useful when the nearest Texaco is shut.

As for weapons, you begin with some highly efficient plasma bolts, but can pick up other things on the way. Bouncing bombs, for instance, can be very useful when you're trying to knock out projector stations on Millway's moons. But my fave is the time warp cube, which a noted scientific gentleman will give you (clue). Unlike most of the other weapons, this one doesn't run out – and it's pretty powerful too. Watch those pirates fry!

Doesn't sound too much like *Starglider*, though, does it? Well, no. I'd say *Mercenary* with knobs on is a bit nearer. As with that corky old classic, tunnels usually prove worth exploring (in the 128 version, the mazes are rather larger than in the dear ol' 48er), and it's far less violent than *SF1*. You can play it as a shoot 'em up, but as Rainbird says, "That's not really the idea". Still, as it's been converted by the same geezer who did *Virus* for the Spec, it's no less playable than its big daddy, and possibly a little faster. You can play in one hand mode, which to be honest is a good deal less fiddly than playing with the keyboard (as *I* generally prefer) – providing you have a decent stick. Control can be tricky at times, especially if you get out of it (control, I mean). But it's an entertaining game nonetheless – not perhaps as strikingly original as the first one was at the time (after all, we've seen *Freescape* since, haven't we?), but no less of a challenge.

In all, then, a good solid think 'em up with lots of splendid zappy bits. Those Egrons, though. Has anyone told them what a bunch of plonkers they are? (ZZZZZAAPPPP!)

final

LIFE EXPECTANCY	GRAPHICS
87°	89°
INSTANT APPEAL	**ADDICTIVNESS**
81°	84°

80 · 60 · 40 · 20

Diagnosis

Fast 'n' furious wire-frame arcade adventure with less zapping and more exploring than its much loved predecessor. If not in the *Mercenary* class, highly playable all the same.

85° verdict

AARGH!

Virgin/Mastertronic/£9.99 cass



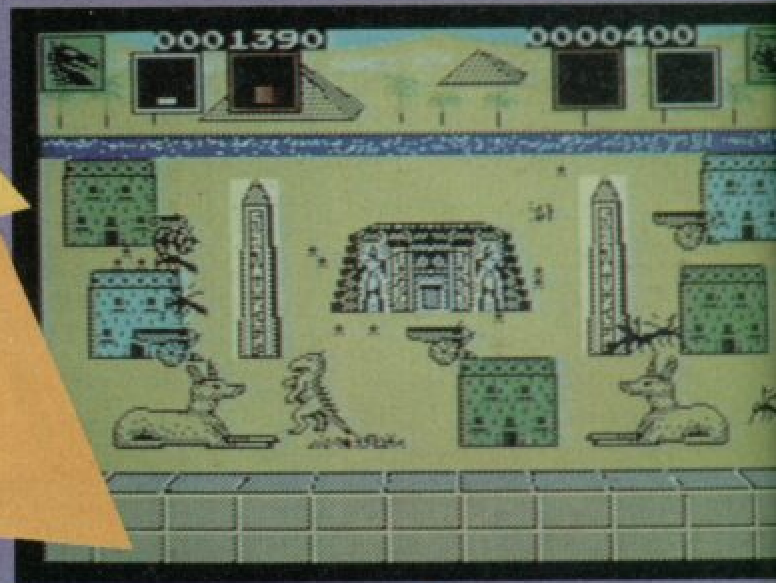
Jackie Well, this game certainly had me screaming "Aaaaaaaaaaaaargh!" at the top of my voice I can tell you. After the brill shoot 'em up fun of *Silkworm* this latest release from the Virgin/Mastertronic stable just doesn't measure up.

Converted from the 16 bitties, *Aargh!* could loosely be described as a kind of arcade adventure style beat 'em up. It could also be described as a lot of other things – most of them unprintable.

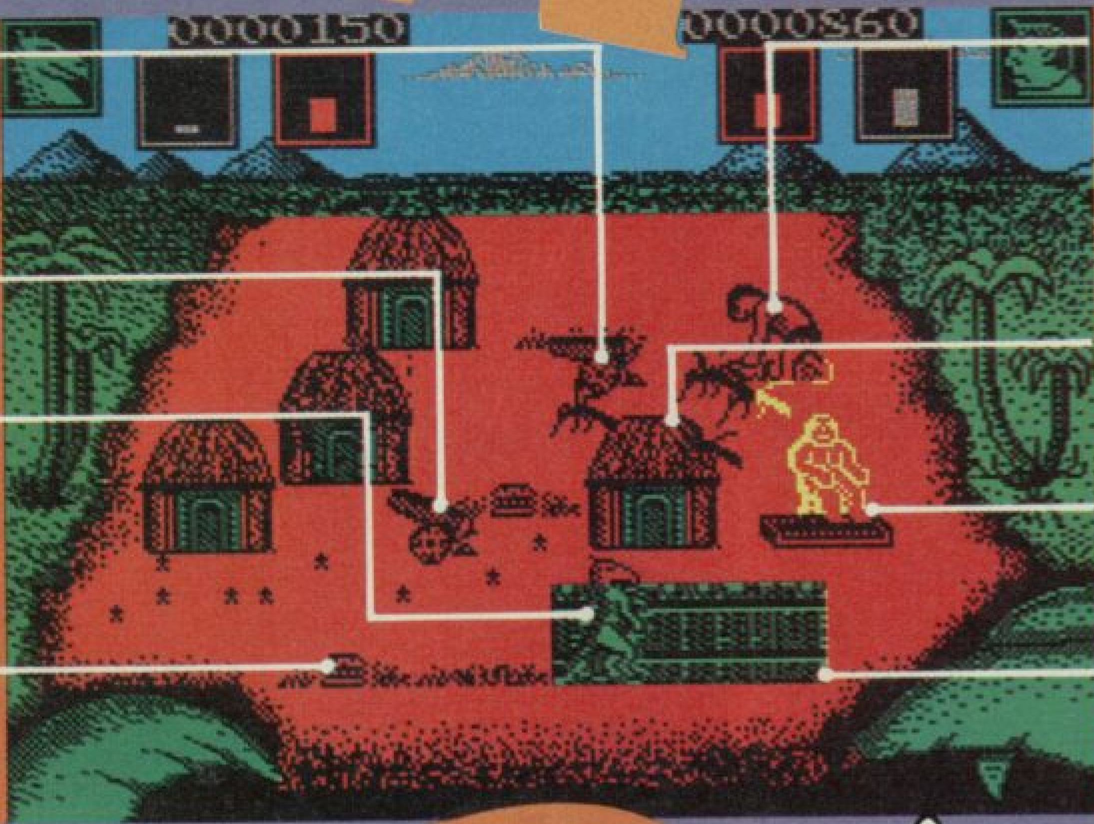
Aargh! is a one or two player affair in which you can take the part of either an ogre with halitosis or an 18 foot dragon. Both the characters are mean muthers who pack a solid punch and breathe fire (they're hot stuff for sure!). And the happy couple spend most of their time terrorising the townspeople of Darance Island in their search for – eggs! Yes, yes, I know it sounds strange, but eggs are the monster's plate de jour, and if they can collect a little clutch of five, then they can go for the biggie – the golden egg that lies under the volcano.

To get these five eggs though, they must search through the 12 cities on the island, which range in architectural elegance from a primitive village of straw huts and wild west fort to a Chinese pagoda and Indian temple. They rampage through the cities, either beating up or blow-torching everything in sight, demolishing the buildings, eating the hamburgers and looking for the eggs. Once they've found one, it's on to the next city and so on.

It all sounds well and good so far doesn't it, Spec-chums? I mean, rampaging monsters are what our Speccies were made for isn't it? Well yes, but not when the rampaging monsters are limited to one basic task – knocking down buildings to see what's hidden inside them. And not when each level consists of only one screen on which there are about five things which need to be knocked down. And especially not when the monsters only have one life which is constantly being drained each time they're hit. When they do die you have to rewind the tape and load in that level again. 'Cos *Aargh!* is a multi-load I'm afraid folks, which hardly seems necessary since it only loads one screen at a time. It's this and the other features I've just mentioned which unfortunately make what could have been a game you might have persevered with totally unplayable. *Aargh!* might just have measured up in the budget market, but as a full price release its name speaks for itself.



Walk Like An Egyptian! Night Boat To Cairo! Sortie On Baghdad! (*What? Ed*) Well, alright then, here's a proper caption. Looks like you could be Nile on finished here. Your energy's low and you've still got half the town to demolish. Yikes!



Hornets
These annoying little creatures constantly buzz you throughout each level as you search for your egg. If they hit you they'll reduce your energy. Set them on fire or beat them about a bit to get rid of them.

Cannons
The main defence the poor islanders have against you. Destroy them before they destroy you.

Dragon
Apart from his redeeming Madonna like wiggle, this huge 18 foot green scaly dragon doesn't have a lot going for him. Like the ogre he breathes fire and beats everything he comes across to a pulp. Yikes! He better watch out for that hornet though.

Hamburgers
Oooh! Look what you've just found under this demolished hut. It's a hamburger. Yum! Gobble it down and watch that energy level shoot up!

Ogre
This here chappie, running around in his undies, is the ogre. No one would play with him as a child and now each time he moseys on into town everyone runs away from him. Still, since he's 20 feet tall, has a horn between his eyes and smashes and torches everything and everyone in sight, it's not surprising.

Huts
In each city you need to destroy the buildings to find the eggs. Burn or beat them to the ground. They hide food and sometimes that all important egg.

Statues
You'll find statues of some sort or another in all the towns. Again burn or beat them to the ground. They're often the keepers of the eggs.

Wall
The townspeople's first defence against marauding monsters. Beat this down and then make your assault on the town.

final verdict

LIFE EXPECTANCY	GRAPHICS
40°	51°
INSTANT APPEAL	**ADDICTIVENESS**
45°	52°

Diagnosis

A very primitive multi-level, multi-load, beat 'em, blowtorch 'em up which'll have you screaming its title each time you die and have to reload!

48°

BLOODWYCH COMPO

WIN!





Ten swashbuckling days out at Labyrinthe, the all-action fantasy role playing game! Plus ten spanky runners up prizes of the latest accoutrement in time keeping — the Image Works watch.

Rising damp, eh? It's the pits. But where would we be without it? There'd be no spooky, creaky floorboard effects in horror movies. And no dark and drippy dungeons to explore in *Bloodwych*, the latest release from Image Works.

Mind you, there's a lot more to *Bloodwych* than drippy dungeons. Set in a large rambling castle, the game sends you on a quest to find four hidden crystals. You've got to collect them all before you can cast the final spell. But down in those murky depths you'll come across all manner of monsters, so you and your party will have to make good use of the various skills you each have. It's great fun.

But even better fun is real-life monster mashing. And to celebrate the release of *Bloodwych*, *YS* and Image Works have come up with a corker of a compo that'll let you do just that.

Reach For Your Sword

We've got 20 places at Labyrinthe, the live role playing adventure game, just waiting to be won. Ten lucky winners will be able to take a chum and head off down to Kent for a day of ghoulie slaying. You'll each be given a character to play, and will spend the day using your wits (and the safe foam weapons supplied) to battle your way to the end of your adventure. Don't worry if you miss out on this though, 'cos we've got ten spanky Image Works watches waiting to be won by the runners up as well.

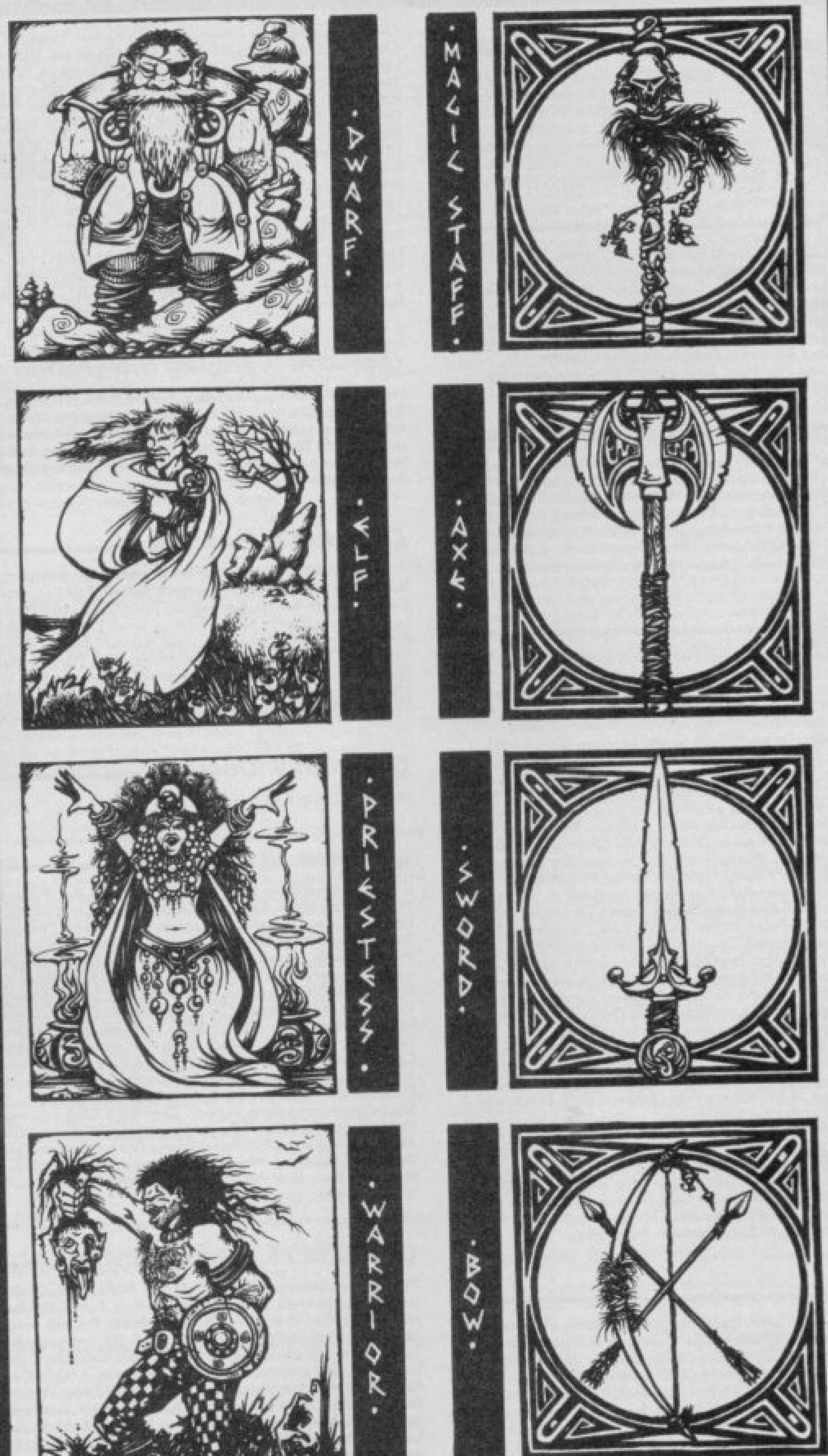
What You've Got To Do

If you want to stand a chance of winning any of these brillo prizes, then take a peek at the four figures and their weapons depicted on this very page. There's a dwarf, an elf, a priestess and a warrior, all set to wander off on their latest quest. Except for one thing — they haven't tooled up yet. Not much cop as adventurers, eh?

Still, they can easily be sorted out if you can match up the right weapons to the right characters. So if you think the priestess should be carrying a sword, draw a line from the sword to the priestess and so on. Then when you've matched up, fill in the coupon (don't forget to write in your age, 'cos Labyrinthe do their adventures for different age groups), cut it out, stick it onto a rune stone and send it to the Cast A Spell In My Direction And You're A Gonner Matey Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex, EN1 1LQ. And make sure your entry reaches us by August 31st 1989.

Rules

- Adventurers from Dennis Publishing and Image Works will be banished from the kingdom if they're caught entering this compo.
- Any entries found crossing the border after August 31st 1989 will be spellbound to the spot.
- Don't argue with the gamesmaster's decision — it's final!



Name ....

Age ....

Address...

.... Zip Code ....

CHRISTMAS MEGA COM

Santa has finally got his act together and decided to send off these belated prezzies to the following lucky guys and gals. Lucky because they're only half the winners! Those less fortunate will have to wait 'til next month to see their revered names in print.

Question 1. Accolade

Gary Smith, Letham, Angus; Evan Matheson, Muir of Ord, Scotland; Christopher Butcher, Durham; B K Spencer, Stoke on Trent, Staffs; Chris Buxton, Bristol; Norton Ansell, Huddersfield, W Yorks; Stuart Cousins, Barton upon Humber, S Humberside; I James, Cheltenham, Glos; Victor Bannister, West Bordon, Tyne and Wear; Shaun Whelan, Walsall, Staffs; Mathew Wallin, Overbury, Glos; Dominic Tristram, Newbury, Berks; John Bristow, Frith, Kent; Peter Jones, Birmingham; T Oxley, Acomb, Yorks; Matthew Farmer, Northampton; Leighton Fishwick, Chippenham, Wilts; Steven Reynolds, Solihull, W Midlands; E M Dron, Sutton, Surrey; Roka Ference, Domjanich, Hungary.

Question 2. Addictive

Jon Atkins, Southampton; Stephen Colton, Glasgow; David Sullivan, Poole, Dorset; Darren Whitfield, Chester, Cheshire; Barry Lacoste, Southampton; Francis Pierloot, Hantes Wiheries, Belgium; A Morley, Worthing, W Sussex; Peter King, Lincoln; Jim Shine, Dungarvan, Co Waterford; Alexis Ashley, Saltash, Cornwall; M J Cope, Chorley, Lancs; David Nicoll, Birkenhead, Wirral; Ian Corker, Sheffield; Jorge Miguel L Ramalho, Reguengos M, Portugal; Ian Garner, Stockport, Cheshire; Owen Scott, Pontypridd, Mid Glam; Tim Coyle, Coatbridge, Lanarkshire; Stuart Donaldson, Strathmiglo, Fife; Scott Fisher, Kingsbridge, Devon; Michos Dionyssios, Genova, Italy; Mark Davies, Haverfordwest, Dyfed; Glenn Sanderson, Stoke-on-Trent, Staffs; James Connarcy, Coatbridge, Lanarkshire; R H Prytherch, Abergele, Clwyd; Kipp Hackett, Whitefield, Manchester.

Question 3. Again Again

Arlo Bozze de Mille, Saxmundham, Suffolk; Mark Kenny, Slack, Preston; Philip Wyatt, Harrow, Middx; Rachel Bodger, Bournemouth, Dorset; Ann Greasby, Dorking, Surrey; Graham Roebuck, Sheffield; Steven Martin, Briely Hill, W Midlands; Rhodri Bowen, Swansea, W Glam; Richard Davies, Towcester, Northants; Tony Jennings, Harlow, Essex; Chris Ballantyre, Greenock, Renfrewshire; Andrew Brodie, Biggin Hill, Kent; M J Dicker, Southampton; Stuart Comerford, Slough, Berks; R Armson, Clacton on Sea, Essex; E H Askew, Buckingham, Bucks; Stephen Castens, Milton Keynes, Bucks; G Davidson, Nuneaton, Warwickshire; Kristian Robins, Peacehaven, E Sussex; Stewart Erskine, Edinburgh.

Question 4. Alternative

Carl Henry, Birmingham; Dean Russell, London; John McLaren, Birchwood, Lincoln; André Va Da S Fidalgo, S Joad Da Madeira, Portugal; Brian Gooch, Sheringham, Norfolk; Michael Blain, Sligo, Co Sligo; Alan Dodds, Newcastle on Tyne; Alex Chambers, St Neots, Cambs; Brian Coutinho, Leicester; Colm McGarry, Bally James Duff, Co Cavan; Peter Spears, Portland, Dorset; Allen Butler, Aardattin, Co Carlow; Damian Hawken, St Newlyn East, Cornwall; Andrew Booton, Ingleby Barwick, Cleveland; Steve Lunson, Luton, Beds; Tommy Morgan, Egerton Green, Cheshire; Richard Lane, Chudleigh, Devon; Gareth Harmer, Redhill, Surrey; Lee Rowe, Southampton; Simon Hellawell, Blackpool, Lancs; P Snelling, Eastney, Hants; Malcolm Bradley, Brotton, Cleveland; Darragh Nugent, Dublin; Damian Spiteri, Tipton, W Midlands; Scott Hoggan, Glasgow; Jamie Fitzsimmons, Marford, Clwyd; D Wuenschmann, E Dereham, Norfolk; R J Astbury, Birmingham; Jason Fenner, St Leonards, E Sussex; Matthew Paul Lucas, Coventry, W Midlands; Chirstinn Aitken, Pitlochry, Perthshire; Martin Jackson, Hull, N Humberside; Neil Padwicke, Milton Keynes; Daniel Murphy, Chorley, Lancs; Stephen Bancroft, Newton Hill, Wakefield; J Green, Winton, Bournemouth; Andrew Hawkett, Iwerne Minster, Dorset; Philip Gearing, Tipton, W Midlands; Sandy P Bates, Guildford, Surrey; Michael Potts, Sunderland, Tyne and Wear; Richard Beniston, Nottingham; Roy Waters, Southend on Sea, Essex; Stuart Beauchamp, Sutton Coldfield, W Midlands; Alendander Birdsall, Totnes, Devon; Stuart Sanders, Exeter, Devon; Rhys Mann, Pwllheli, Gwynedd; Michael Bourke, Dola, Co Limerick; Barry MacFarlane, Inverness, Scotland; Jason Crocker, London; David Matson, Weston Super Mare, Avon; Neil Carter, Letchworth, Herts; Steven Pick, Holylake, Merseyside; Trevor Luckett, Barton Le Cley, Beds; Matthew Sadler, Leighton Buzzard, Beds; T Whitehead, Uxbridge, Middx; Steven Swaby, London; Stuart Ford, Leicester; Nolan Wilde, Gravesend, Kent; Alan Sinclair, Mildenhall, Suffolk; Malcolm MacKenzie, Bury, Lancs; David Rose, Rugby, Warks; Robert Aley, March, Cambs; Mark Hyde, Winslow, Buckingham; Vicky Alexander, Shrewsbury, Shropshire; Christopher Gore, Flitwick, Beds; P and B Lallier, Crowthorne, Berks; Helen Williamson, Duffus, Moray; Simon R Egan, Stevenage, Herts; Nabeed Ramzan, Dunblane, Perthshire; Anna Burke, Birmingham; A Holder, Bury, Lancs; Graham Dixon, Redcar, Cleveland; Richard Hoggard, Doncaster; Allan Mitchell, Ralston, Scotland; Andy Wreford, Exeter, Devon; Scott Coates, Ripon, N Yorks; Barry Vidler, Rainham, Kent; Christopher Howe, Little Chalfont, Bucks; K Lambert, Beverley, Humberside; Joanne Baker, Fakenham, Norfolk; Christopher D Scarratt, Seaforth, Merseyside; R Franklin, Bishops Stortford, Herts; Andrew Brant, Basildon, Essex; Robin Gardner, Epping, Essex; Adrian Wright, Hitchin, Herts; Wayne Day, Westham, Weymouth; Kevin Rarity, Ayr, Ayrshire; D A Pullen, Shrewsbury; Sam Alexander, Shrewsbury, Shropshire; Darren Reeves, Salisbury, Wilts; Ian Loveless, Bournemouth, Dorset; Philip Benson, York; Nathan Adams, Plymouth, Devon; Andrew Bungey, Penryn, Cornwall; Matthew Seaborn, Burton on Trent, Staffs; Matthew Reper, London; Nicholas Davies, Eaglescliffe, Cleveland; Nicholas Bennett, Warton, Lancs; Christopher Ramsey, Ipswich, Suffolk; Stuart Beniston, Nottingham.

Question 5. Cascade

Neil Irving, Barrhead; Steve Wreford, Heavitree, Devon; Derek Morgan, Old Skelmersdale, Lancs; Steven Fakley, Maidstone, Kent; Damian Bradshaw, Chatham, Kent; Paul Ryan, Stockton, Cleveland; Tim Early, Dunstable, Beds; Darren Meredith, Ryhl, Clywd; Zoe Laidlaw, Berwick upon Tweed, Northumberland; Stewart Church, Lisburn, N Ireland; Bruce Hopkins, London; P Farrimond, Manchester; Timothy Gears, Oswestry, Shropshire; Thanh Tran, Luton, Beds; Karen Beardshaw, Sheffield, S Yorks; Andrew Farquhar, Huntey, Aberdeenshire; R Neville, Southall, Middx; Vincent Bell, Wallsend, Tyne and Wear; Steven Thorne, Leeds; Peter Robson, Leeds; Adam and Jared Franks, Plymouth; Nat Cross, Wakefield, W Yorks; Darren Johnson, Farnham, Surrey; James Landles, New Costessey, Norfolk; John M Hague, Grattan, Derbyshire; Richard Small, Stourport on Severn, Worcs; Robert Watt, Blackburn, Lancs; Darren Stubbs, Carlisle, Cumbria; Neil Calvert, Darlington, Co Durham; Philip House, Breightmet, Lancs; T A Guy, Kendal, Cumbria; Justin Aldcroft, Great Casterton, Lincs; R Chatterton, Lee on Solent, Hants; Bruce Myles, Crossgar, N Ireland; Anthony Topping, Whelley, Lancs; Jo Wright, Solihull, W Midlands; Lee A Clark, Stocksfield, Northumberland; Justin Vaughan, Cwm Las, Mid Glam; Laurie Smith, Ripley, N Yorks; Nicole Smith, Cove, Hants; P Powley, Clement, Norfolk; Barry Dick, Kinross, Scotland; James Mintram, Westborough, Surrey; Richard Elliott, Chiddingfold, Surrey; Gary Arnett, Hinckley, Leics; Lee Morgan, Neath, W Glam; Paul Evans, Longbridge; Adam Jeffries, Newbury, Wigan; Daniel Smith, Headington, Oxford; Robert Klein, Catel, Guernsey.

Question 6. Destiny

Nich White, Towcester, Northants; Anne Kemp, Edwalton, Nottingham; Oliver Wedgwood, Chertsey, Surrey; Gary Emmanuel, North Harrow, Middx; W Gough, East Cowes, Isle of Wight; Charlotte Tomlinson, Bracknell, Berks; Gareth Barton, Harwich, Essex; Martin Bishton, Blackburn, Lancs; Steven Aldous, Sprowston, Norwich; R Simpkins, Barron in Furness, Cumbria; Darren Tweedale, Blackpool, Lancs; David Tweedale, Blackpool, Lancs; DL Capaldi, Bristol; Martin Morrell, Kirkintilloch, Scotland; Alan Davidson, Inverkeithing, Fife; Andrew Hewett, Penllergaer, W Glam; Glyn Lloyd, Chesterfield, Derbys; Lee Horton, Colwyn Bay, Clwyd; Paul Cattermole, Worcester Park, Surrey; Nabeel Sheikh, Morden, Surrey; Iain McGowan, Stirling, Scotland; Stephen Sophos, Halkida, Greece; W Cheung, Ashton under Lyne, Lancs; Jeffrey Savage, Manchester; Tony Stacey, Ilford, Essex; John Benton, Woolston, Cheshire; Mark Simpson, Sutton Coldfield, W Midlands; Wayne Constable, Manchester; K Ward, Clifton, Nottingham; David Smith, Sprowston, Norfolk; Les Lee, Whitton, Middx; R Clark, Rustington, W Sussex; James Hazlewood, Stowe, Buckingham; Sean Gibb, Saltcoats, Ayreshire; Mark Pearson, South Gosforth, Newcastle upon Tyne; Adrian Keene, Portishead, Avon; Richard Davis, London; Simon Penfold, Blackwood, Gwent; R Haw, Sheffield; P Dunstan, Gloucester; Daniel Harman, Hull; Lee Smith, Hull; Lee Smith, Cardiff; Andrew Clarke, Nottingham; Michael Alger, Canewdon, Essex; James Herbert, Portslade, Sussex; Stephen Collison, Wolverhampton; David Sach, Nailsea, Bristol; M D Cooke, West Bessacarr, S Yorks; T P Horan, Heaviley, Cheshire.

Question 7. Digital Integration

Mark Powell, Wetherby, Yorkshire; Richard Topping, Fulwood, Lancashire; Neill McIntosh, Moffat, Dumfriesshire; Martin Frost, Sheffield; G D Morecroft, Catterick Garrison, North Yorkshire; Ray Speller, Ware, Herts; Leon Box, Glascote, Staffs; Neil Hepworth, Moulton, Northampton; A Martin, Glasgow; Tim Rollett, Leeds; Mark Starling, Eastbourne, East Sussex; Michiel Scheepmaker, Almedo, Holland; Bradley S Payne, Kirkhorngate, West Yorkshire; Deepak Gupta, Gillingham, Kent; G Seed, Beckenham, Kent.

Question 8. Dinamic

Adam Strawson, Littleport, Cambs; Jonathan Wignall, Preston, Lancashire; Christopher Field, Birmingham; Derek Prueitt, Lowestoft, Suffolk; Paul Carr, Bridgwater, Somerset; Derek Roberts, Glasgow; Simon Bourne, Birmingham; Peter Dean, Letchworth, Herts; R Jowett, Derry, N Ireland; Louise Minson, Wysall, Notts; Rowland James, Llanelli, Dyfed; Stephen Shindler, Erskine, Renfrewshire; Neil Watson, Mansfield, Notts; G Bennett, Reigate, Surrey; Nigel Mortimer, Devizes, Wiltshire; Dave England, St Saviour, Jersey; Maria Ward, Greenhithe, Kent; Graeme Strutt, Tunbridge Wells, Kent; M Fisher, Gosport, Hampshire; Andrew Lavelle, St Helens, Merseyside; David Griffiths, Harpenden, Hertfordshire; David Proctor, Ossette, West Yorkshire; Martin Johnson, Kenilworth, Warwicks; Marc Harvey, Glastonbury, Somerset; G Murphy, Glasgow.

Question 9. Domark

Matthew Chalmers, Lincoln, Lincs.

Question 10. The Edge

G Robson, Knottingley, West Yorkshire; Kim Shen Ang, Milton Keynes, Bucks; Paul Garrish, Swindon, Wiltshire; Lee Porter, Swindon, Wiltshire; George A Stark, West Lothian, Scotland; Neil Starr, Exmouth, Devon; Richard Bray, Lanarkshire, Scotland; Christopher Chapman, Burseldon, Southampton; Oliver Secluna, Old Alresford, Hampshire; Martin Flynn, Houghton Le Spring, Tyne and Wear; T F Eeles, Croydon, Surrey; R E J Arnold, Basingstoke, Hants; John Paul Martin, Bathgate, West Lothian; Nicholas Bouch, Workington, Cumbria; Kyrie Davis, Willenhall, West Midlands; Steve Blanks, Guildford, Surrey; Ian Miller, Milnathort, Scotland; Kevin Hartley, Yeadon, Leeds; Jeremy Coughlan, London; Peter McTigue, Birmingham; Chris McGowan, Hull, North Humberside; W Hulme, Hartley, Devon; Daniel Calton, Sheffield; Steven McCann, Belfast; Ian Bell, Consett, Co Durham; Craig Edwards, Gilfach Goch, Mid Glam; M Noble, Poole, Dorset; B Ellison, Carterton, Oxon; Richard L Job, Whitley Bay, Tyne and Wear; Michael Toner, Newry, Co Down; Greg Stirling, Ayrshire, Scotland; Rob Gaffney, Scunthorpe, South Humberside; Reno Rudiman, Bandung, Indonesia; Christopher Smith, Liverpool; Christopher Porter, Darlington, Co Durham; Damian Lewis, Condover, Shropshire; Andrew Jones, Penketh, Cheshire; T F Bojczuk, Leigh, Lancashire; Andrew James Maddock, Sheffield; Paul Gifford, Newmarket, Suffolk; Ian Wilson, Widnes, Cheshire; Stephen Aldridge, Shepperton, Middlesex; Darren Groom, Banbury, Oxon; A Weller, Top Valley, Nottingham; David Butt, Nuneaton, Warwickshire; Peter Higgens, Stoulton, Worcestershire; Stuart Ellesmere, Maidstone, Kent; G W Williams, Wells, Somerset; Anthony Buckley, Stoke on Trent, Staffs; Iain Simpson, Airdrie, Lanarkshire.

Question 11. Electronic Arts

Andy Birchall, Liverpool; Jean Mills, Dublin; Adele Hordon, Hull; Julien Jones, Porthcawl, Mid Glam; James Oliver, Nutfield, Surrey; David Garwood, Enfield, Middlesex; Alan Ball, Driffield, North Humberside; Carl Gray, Newport Pagnell, Bucks; D Chick, Solihull, West Midlands; Gareth J Lewis, Manchester; Tony Reilly, Belfast, N Ireland; D Hill, Lytham St Annes, Lancashire; Allan Dodds, Perth, Scotland; Mark Brocklehurst, Castleford, West Yorkshire; Darren Isaacson, Carrickmines, Dublin; Lee Davies, Swansea, Wales; Luther Jones, Sutton in Ashfield, Nottingham; James Woodward, Ongar, Essex; Anthony Lister, Nelson, Lancashire; Dean Turner, Washington, Tyne and Wear; Christopher S Handley, Stamford, Lincs; Hermeet Chadha, Eastfield, Cumbernauld; Chris Fawcett, London; Richard Boden, Brierley Hill, West Midlands; Tim Mitchell, Blackburn, Lancashire; Christopher Wood, Liverpool; Paul Matthews, Bromley, Kent; John Clifton, Dartford, Kent; Iain Devlin, Dunfermline, Fife; Steward MacLeod, Glasgow; Michael Pratt, Southampton, Hants; Nathan Harris, Bournemouth, Dorset; Darren Bunting, Hull; James Catton, London; Craig Cox, London; A Kaye, Plymouth, Devon; David Hebden, Swindon, Wiltshire; Walter Hill, Cupar, Fife; Tony Hagger, Hull, North Humberside; Kenneth Fairley, Aberdeen; Nicholas Derbyshire, Louth, Lincs; Stephen Brown, Blackpool, Lancashire; Ian Osborne, Basildon, Essex; Douglas Battersby, Skellingthorpe, Lincs; Robin Richards, Newquay, Cornwall; Ashley Pluck, Bristol; Richard Duncan, Edinburgh, Scotland; Michael Harrison, Sheffield, South Yorkshire; Simon Collings, Chalfont St Peter, Bucks; Steven Mason, Swindon, Wiltshire; Nicholas J Bowles, Faringdon, Oxon; G Crawford, Lanarkshire, Scotland; Stevie Hughes, Fife, Scotland; Brett Levett, Polegate, East Sussex; Eddie J Christie, Kemnay, Aberdeenshire; Andrew Ollett, Gilberdyke, Brough; M Payne, Coventry, West Midlands; Matthew Hunt, Birmingham; Adam Weir, London; Keiron Bennett, West Croydon, Surrey; Steve Martin, Corby, Northants; Paul Winning, Ayreshire, Scotland; Stefan Dicembre, London; Andrew Douglas, Huntingdon, Cambs; L Warwick, Rochester, Kent; W Robertson, London; Jon Pinckney, Southampton; Ian Conroy, Chelmsford, Essex; Tony Martin, Peterborough, Cambs; Greg McManus, Edinburgh; James Hatton, Camberley, Surrey; Matthew Ross, Camberley, Surrey; Lewis Overy, Surrey; Andrew Thomas, Bristol; David Brett, Norwich, Norfolk.

MPO WINNERS (PART ONE)

Question 12. Elite

Steven Carter, Hull; Chris Lam, Stockport, Cheshire; Kathryn Howard, Bulawayo, Zimbabwe; Martin Heathershaw, Stamford, Lincs; Alan Britton, Guiseley, W Yorks; David Foskett, Luton, Beds; Gary Hall, Hull, N Humberside; Wayne Knight, Spalding, Lincs; D Humphries, Bristol; Christopher Jenkins, Newport, Gwent; Graham Button, Old Strafford, Northants; A Thomson, Ilford, Essex; Leslie Clarke, London; Christopher Bell, Dundonald, N Ireland; L R Hawkes, Chasetown, Walsall; Christopher Dalton, Swanscombe, Kent; Carl Williams, Wallsend, Tyne and Wear; Helena Jevons, Chelmsford, Essex; Paul Allan, Dalkeith, Midlothian; Nicky Tume, Welling, Kent; Dale Yarney, Eastleigh, Hants; Stephen Smichard, Scunthorpe, S Yorks; C D Tansley, Longton, Staffs; Vincent Gabrielides, Ordsall, Salford; Alex Strachan, Aroyne, Aberdeenshire; G Beaton, Bourtie, Aberdeenshire; Gary Gonzales, Stevenage, Herts; M A McGee, Dudley, W Midlands; Matthew Keehan, Hook, Surrey; Alan Perry, Gwent, S Wales; Adam Lloyd, Cheadle Hulme, Cheshire; Sid Wainwright, Shipley, W Yorks; Simon Marlow, St Eval, Cornwall; Dean Farrell, Chelmsford, Essex; Paul A Bryant, Luton, Beds; D J Smith, Wakefield, W Yorks; Dean Horn, Shepley, W Yorks; Richard Lord, Pudsey, W Yorks; Rory McCune, Glasgow; Darren Mallinson, Yeovil, Somerset; Edward McFie, Tredunnock, Gwent; Keith Knight, Ely, Cardiff; R G Cosh, Nolola, Zambia; Karim Portess, London; Michelle Harrison, Cannock, Staffs; Paul Barton, Winchester, Hants; Paul Bentley, Driffield, N Humberside; Keith Bennett, Cricklade, Wilts; Craig Watts, Dagenham, Essex; Mark Prior, Chatteris, Cambs; John Crosskill, Howsham, Lincoln; Richard Baynton, Walsgrave, Coventry; Wendy Mason, Netherton, W Midlands; J Gilbertson, Garforth, Leeds; Martin Grover, Hailsham, E Sussex; Anthony Williams, London; Ted Duxbury, Chorley, Lancs; Alex Wyllie, Eastbourne, E Sussex; Paul Miller, West Bromwich, W Midlands; Martin Turner, Sudbury, Suffolk; John F Guthrie, Bolton, Lancs; M A Wilkinson, York; Rupert Farthing, Tintinhull, Somerset; C Dye, Loughton, Essex; Owen Little, London; Christopher Peach, Richmond, Surrey; Ali Mohammed, London; Colin Bennett, Borehamwood, Herts; Gregor Lindsay, Kirkcaldy, Fife; J D Ingram, York; Warren Milburn, Peterlee, Co Durham; Nigel Bright, Bideford, N Devon; Mark Evans, Middlesborough, Cleveland; Gary Vickers, Langworth, Lincoln; Timothy Barrett, Winchester; Christopher King, Georgetown, Merthyr Tydfil; Paul Bush, Bristol; D A Badger, Drayton, Hants; Gary Cockroft, Manchester; Richard Weston, Eye, Peterborough; Frank Moseling, Deal, Kent; G A Russell, Currie, Midlothian; Tony Farrell, Plymouth; Lee Dodd, Pelsall, W Midlands; Daniel Whitehead, Stalybridge, Cheshire; J Kennedy, Glasgow; Mark Lee, Cardiff; Barry John Triggs, Pontypridd, Mid Glam; Chris Brown, Middlesborough, Cleveland; Paul Burton, Crewe, Cheshire; Shane Varley, Oswestry, Shropshire; Michael Smith, Walsall, W Midlands; Robert Shallcross, Cheddleton, Staffs; Jason Lee Rees, Port Talbot, W Wales; Stuart Wheeler, Castleford; Jonathan Smales, Rotherham, S Yorks; Karl Bunyan, Langworth, Lincoln; Fred Pruden, Mansfield, Notts; R Whittaker, Edinburgh; Tristan Handley, Shoeburyness, Essex.

Question 13. Epyx

D Schubert, Ventnor, Isle of Wight; D A Beavon, Sedgley, West Midlands; Marc Pennington, Anstruther, Fife; Joanne Baker, Ashton In Makerfield, Lancashire; Paul Humphreys, Darwen, Lancashire; S J Ford, Eastbourne, East Sussex; Mohammed Yasin, Middlesborough, Cleveland; Steven Hicks, Paignton, Devon; Neil E Johnson, Washington, Tyne and Wear; Glenn Irving, Sidcup, Kent; Stephen Keighley, Pontefract, W Yorks; Alex Batchelor, Angus, Scotland; Neil Muller, Thame, Oxon; Stephen Cann, Yorkley Slade, Glos; Glenn Clewer, Pontypool, Gwent; Paul Hannan, Middlesborough, Cleveland; Andrew Turvey, Milton Keynes, Bucks; Andrew Muir, Ripon, N Yorks; D R Tollitt, Widnes, Cheshire; Mark Burns, Walsall, W Midlands; Nicholas Jordan, London; Andy Cornell, Canvey Island, Essex; R T Gibson, Sunbury on Thames, Middx; Craig Jones, West Molesey, Surrey; Arif Umer, Manchester; Martin Bradley, Woodham, Bucks; Shaun Murson, Groby, Leics; Richard Costelloe, London; Kit Tse, London; Simon Turk, Tonbridge, Kent.

Question 14. Go!

Martin Betts, Norwich, Norfolk; C A Attree, Chatham, Kent; P Mitchell, London; Robert Redshaw, Bridlington, E Yorks; KN Battye, Wakefield, W Yorks; Paul Bradford, Hinckley, Leicestershire; Samuel L George, Aberdeen, Scotland; Paul Bailey, Eye, Suffolk; John Colston, Kirkcaldy, Fife; Andrew Mackenzie, Sale, Cheshire; Robert Cox, Greenock, Scotland; Steven McGoldrick, Greenock, Scotland; Christopher Davies, Blackburn, Lancashire; Mark Jay, Norwich, Norfolk; Nicolas Clutterham, Bury St Edmunds, Suffolk; Matthew Chan-Pensley, Hornchurch, Essex; Lyndon Barry, Newport, Gwent; G Reid, Knowsley Village, Merseyside; Richard Davies, Llanbradach, Mid Glam; Darren Owen, Hayes, Middx; Andrew Morris, Dereham, Norfolk; C Shingler, Warrington, Cheshire; Andrew Price, Newtownards, Co Down; Stuart Mark Dees, Lightwater, Surrey; Barry Norman, Lockeaze, Bristol; Ron Allen, Little Hulton, Worsley; Stuart Ginger, Tring, Herts; J J Gardner, Beaconsfield, Bucks; A Brookman, Bedford; Simon Thomson, Kirkby Lonsdale, Lancashire; Mahboob Patel, Blackburn, Lancashire; Mouzzam Munir, Manchester; Keith Hughes, Liverpool; Kevin Lane, Bristol; Tony Towndrow, London; Stefan Ratcliffe, London; Anthony Green, Kirkby; D Sabir, Burton on Trent, Staffs; K Lau, London; Gary Bebbington, Warrington, Cheshire; Mark Hammond, Swindon, Wilts; Scott Robertson, Duns, Berwickshire; David Huggett, Snaith, North Humberside; David Maher, Waltham Abbey, Essex; Norman Kelsey, Aldershot, Hants; Kamran Foroughi, London; Scott Poole, Taunton, Somerset; Sefton Peters, Eastwood, Notts; David Bodin, Kirkby in Ashfield, Nottingham; Nathan Robert Hudson, Ramsgate, Kent.

Question 15. Grandslam

Scott Bennett, Blackpool, Lancashire; Kay Haig, Witham, Essex; Chris Clarkson, Barnsley, S Yorks; Stewart Moore, Caterham, Surrey; Daniel 'SSSC' Brice, Bristol

Question 16. Gremlin

James Dundas, Cheltenham, Glos; Gary Brighton, Newmarket, Suffolk; James Muir, Kilmarnock, Scotland; Jonathan Morter, Chelmsford, Essex; M A Callanan, Filton Park, Bristol; Nicholas Call, Penarth, S Glam; Brian Sherry, Laindon, Essex; J Bacon, Strood, Kent; Steve Gregory, Reading, Berks; E Gibbes, Blakesley, Northants; J White, Dagenham, Essex; Daniel Mattsson, Bornholm, Denmark; Alex Clark, Southampton, Hants; Mark Curtlin, Coventry, W Midlands; Ian W Hartwell, Barry, South Glamorgan; John Dodds, Humbledon, Sunderland; Nicola Kinson, South Shields, Tyne and Wear; Jeff Wilday, Bromsgrove, Worcs; Richard Waldman, Glasgow; Scott Allison, Glasgow; Adam Bailey, Welling, Kent; Christine Ferre, Havant, Hants; Matthew Reed, Lewes, E Sussex; Shaun Carr, Newhaven, Sussex; Nicholas Furmston, Birmingham; Mark Skelton, Norwich, Norfolk; Andrew Bilcliff, Porth, Mid Glam; Matthew Batters, Oldham, Lancashire; Tony Jarvis, West Bromwich, W Midlands; Paul James Green, Forres, Scotland; Unmukt Bhatnagar, Wembley, Middx; Timothy Taylor, Warrington, Cheshire; Barry J Briggs, London; David Hart, Tiverton, Devon; Chris Delahunty, Thetford, Norfolk; CPL Cole, RAF Gibraltar; A Hibbins, Glastonbury, Somerset; Glenn Ramsay, Middlesborough, Cleveland; T Vennard, London; Paul David Valerio, Glasgow; Ian McCormack, Paisley, Scotland; Mark Pocock, Southampton, Hants; Stephen Clark, Kilmarnock, Ayreshire; A Parcell, Margate, Kent; Ian Place, Wakefield, W Yorks; Gary Hayden, Bassingbourn, Herts; Stevie Nicolaou, London; Mark Woodstock, St Albans, Herts; Andrew Lewis, Ramsey, Cambs; Jamie Oldfield, Eye, Suffolk; Mathew Bails, Lowestoft, Suffolk; Stephen Ladbrook, Weston Super Mare, Avon; Neil Torbell, Corby, Northants; Richard Hayton, Weedon, Northants; Simon Feren, Pinner, Middx; Gavin Pryke, Enfield, Middx; Owen Brown, Chelmsford, Essex; P Van Laar, Leiderdorp, The Netherlands; David Maher, London; Russell Bedford, Ramsgate, Kent; Richard Kemp, Harwich, Essex; Len Payne, Sandy, Beds; Simon Waller, Flitwick, Bedsfordshire; Ian Knight, Leeds; Edward Hoskin, Toft, Cambridge; Craig Horn, Sheffield; B Neal, Swansea, W Glam; Wayne Johns, Erdington, Birmingham; John Loftus, Rotherham, S Yorks; Paul Dunger, Sheffield; Graham Whiberley, South Ockendon, Essex; James Dobson, Highbridge, Somerset; David Scott, Fyfield, Hants; Brett Arnall, Farnham, Surrey; R P Thorne, Haverfordwest, Dyfed.

Question 17. Hewson

Nicholas Ashley, Welling, Kent; Paul Garwood, Manningtree, Essex; Gareth Richards, Waterlooville, Hants; W Cockburn, Dagenham, Essex; David Jones, Pinner, Middx; David Rashforth, Kenilworth, Warwickshire; Donald A MacDonald, Isle of Lewis, Scotland; Mark & David Yuill, Glasgow; Ryan Mcauley, Ballymena, Co Antrim; Darren Bull, Nuneaton, Warwicks; John Lely, Norwich, Norfolk; Simon Hooper, Bishops Stortford, Herts; Lee Henstock, Nottingham, Notts; Mark Phillips, Carterton, Oxon; David Hall, Wakefield, W Yorks; Alun Morgan, Roath Park, Cardiff; Tony Wooder, Bootle, Merseyside; David Bevani, Atherstone, Warwicks; I Taylor, Whitehaven, Cumbria; Nicholas A Vates, Annan, Dumfrieshire; John Wilson, Irvine, Scotland; Sean Parkinson, Standish, Lancashire; James Hall, Aberdare, Mid Glam; John Turner, Wishaw, Lanarkshire; Richard Scoulding, Kingswood, Bristol; Andrew Goldie, North Harrow, Middx; Stephen Williams, Stoke Canon, Exeter; Daniel Cunningham, Windsor, Berks; Chris Binnie, Chorley, Lancashire; Lee Davidson, Selsdon, Surrey; Ciaran Judge, Dublin; Tony Jones, Pwllheli, Gwynedd; E Jones, Isle of Anglesey, Gwynedd; A McCallion Jnr, Muff, Co Danegal; Sean Kelly, Londonderry, N Ireland; Tony Weir, Milton Keynes, Bucks; Ryan Preece, Ebbw Vale, Gwent; Donald K MacLean, Isle of Lewis, Scotland; Steven Back, Ashford, Kent; Jonathan Bacon, St Saviour, Jersey; Daniel Fiddament, Bristol; Matthew Smith, Scarborough, N Yorks; Darren Dray, St Leonards, East Sussex; Andrew Wright, Yaxley, Peterborough; Paul Baker, Melton Mowbray; C Bass, London; Steven Kerr, Ryde, Isle of Wight; Robert Liddell, Portsmouth, Hants; Alec Gentry, Beckenham, Kent; Paul Minns, St Albans, Herts; Jamie Morris, Argyll, Scotland; M G Seager, London; David Hynd, Angus, Scotland; Paul Haines, Tamworth, Staffs; S C Davies, Holywell, Clwyd; Roy Dunsford, Cockfosters, Herts; Neil Curtis, London; Daniel Bufton, Ludlow, Shropshire; James Evans, Welshpool, Powys; S L Croft, Shrewsbury, Shropshire; C R Underwood, Farnham, Surrey; Brian Irwin, Crook, Co Durham; Daniel Moore, Glasgow; Nic Brereton, Brentwood, Essex; Brian Fitzpatrick, Kincardineshire, Scotland; Rob Taylor, Cheadle Hulme, Cheshire; Graham O'Hara, Stockport, Cheshire; Simon Nadin, Willington, Derby, Aaron Lockwood, Keswick, Cumbria; Mark Whaite, Wesham, Preston; Michael Tibbenham, Basildon Essex; Shane Mosley, Normanton, Derby; F Gilmore, Bolton, Lancs; Hans-Eberhard Bucher, Hornberg, West Germany; Timothy Hills, Great Yarmouth, Norfolk; Lee Sperry, Birmingham; Billy Grosser, Hull, North Humberside; A Moore-Saxton, London; David Haffner, Redditch, Worcs; Andrew Mandely, Doncaster, S Yorks; Darren Winfindale, Rotherham, S Yorks; Andrew Boxall, Horley, Surrey; Philip Cook, Leighton Buzzard, Beds; Imaad Shan, London; D A Toyne, Peterborough; Michael Jones, Birmingham; Steven Martin, London; J Fitzpatrick, Duston, Northampton; Keith Bridge, Blackpool, Lancashire; Hazel Leigh, Manchester; Douglas Johnston, Fochabers, Morayshire; Matthew Drew, Solihull, W Midlands; Norman MacDonald, Carluke, Scotland; Paul Towers, Colne, Lancashire; Terence R Ball, Accrington, Lancashire; Drew Pether, Alsop- en-le-Dale, Derbyshire; B Pexton, York, N Yorks; Gary Davis, Tunbridge Wells, Kent; Christopher Sinden, Stoke; Michael Walker, Erith, Kent.

Question 18. Konix

Matthew Clarkson, Newcastle Upon Tyne; Andrew Woodhams, Sutton Coldfield, W Midlands; James Morris, Heelands, Milton Keynes; E L Miller, Conniburrow, Milton Keynes; Fraser Coleman, London; Philip Bellinger, Ossett, W Yorks; Philip R Smith, Padbury, Bucks; Daniel Foster, Sheffield; Stephen Falp, Leamington Spa, Warwickshire; T Tipping, Barnsley, S Yorks.

Question 19. Image Works

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Question 21. Martech

Daniel McCrum, Barnstable, North Devon.

And that's it for the first Xmas Compo Winners Page. Want to know if you can expect any prezzies from the postie, any games, goodies or tantalising T-shirts? Then stay tuned for the second chunk of naughty but nice names lists. Same page, same place (approximately), same time (probably).

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JAWS

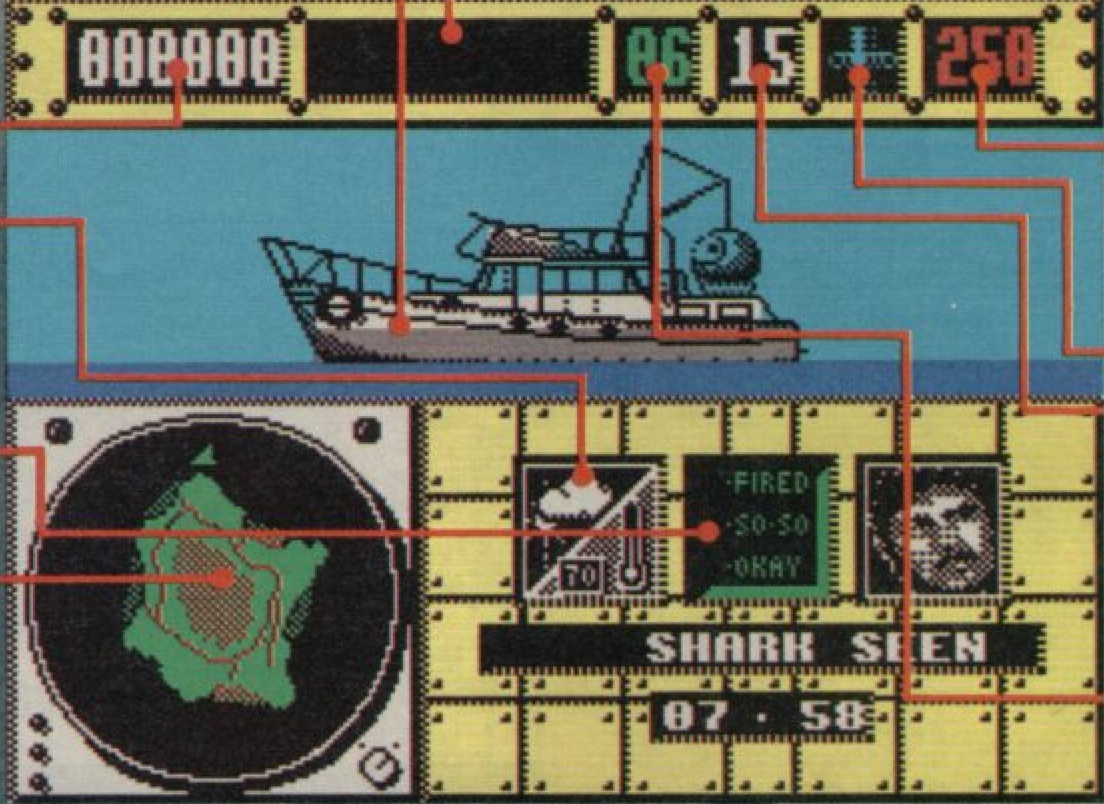
Bobbin' along, bobbin' along. This is your ship. And there's your diving bell. Man overboard! Splosh!

Playing for points? Then keep an eye on your score box. Hmm! Looks like I've gorra long way to go.

Phew! What a scorcher! This is your weather/temperature indicator. On hot and stormy days Jaws feels particularly hungry. So check this gauge at the start of each game – it seems the frequency of Jaws attacks are dependent on it.

This is the mayorometer. It'll tell you how pleased the mayor is with your performance. Looks like full marks at the moment.

Here's a map of the island. When Jaws attacks, a little fin will appear in the area where he has been sighted. Toggle to the big map if you want a close look.



This empty space shows you how many pieces of the gun you've collected so far. No, I'm not crap, I'm just about to make my first dive actually!

This shows the amount of time you have left before your air runs out. It's not as bad as it looks. Each diver has the same amount of air, so even if one pops his clogs from asphyxiation, the next one just jumps in right on after!

Yer air pump, this. Yes, it's still working!

Curious this bit. This is the number of swimmers in the sea at any one time. It always starts off at 15 and decreases each time Jaws attacks one. I would have thought it would be better to just total up the number of attacks Jaws makes on swimmers starting from zero. Still, there's no accounting for taste, 'cept Jaws's of course!

This little number here indicates how many of your initial team of six are left.

Screen 7/£9.99 cass/£14.99 disk



Jackie Yikes! *Jaws* on the Spectrum! It's enough to make you tiddle in your trunks! I mean nobody wants to tackle an amphibious maneater at the best of times, but now he's arrived on the ol' Speccy, you can't exactly avoid him, can you? Mind you, avoid him you must in this, the first game from new label Screen 7 (actually Martech re-launched, fact fans), 'cos if you fall in front of this fish's mandibles it'll be fangs for the memory for sure.

Just like *Jaws* the film (Steven Spielberg's first blockbuster), *Jaws* the game is set in the blood-stained waters around Amity Island where a Great White shark has been attacking unsuspecting swimmers, the scamp.

You play Brodie, the island's chief of police and it's your job to rid Amity Island of the Great White scourge before he ruins the tourist trade. You've already made a bit of a start on the task in hand, having signed up the services of Quint, a local fisherman, Hooper, an oceanographic expert, and a team of three divers. But unfortunately your clean-up campaign has already run into deep water, 'cos the equipment and gun needed to kill Jaws were lost in a reef off the island. So you and the rest of your team must collect the four pieces of the gun from the bottom of the reef (there's one to be found in each level), before going out to kill ol' razor teef himself.

You begin this four level, maze-like shoot 'em up bobbing on the calm blue water in your boat. This is the information screen which gives you up-to-the-minute weather, shark and mayor reports. From here you can keep an eye on how well the mayor thinks you're doing, flick to a close-up of a map of the island (where you can close any beaches you like) or plunge into the murky depths below. It's better to wait around a bit, check the weather (if it's stormy or sunny Jaws seems to get a bit more active), wait for a sighting of the Great White, close the beaches near to where he was last seen and then dive in. Splosh!

Coo! It's another world down here, bobbin' along, bobbin' along on the bottom of the beautiful briny sea. Down you plunge in your diving bell, which spurts up cute little air bubbles at intermittent intervals. The underwater world of *Jaws*, see, is a flip screen, scrolling maze, shoot 'em up affair. Now it's time for dodging and weaving amongst the sea creatures. Blast them to kingdom come, picking up the bonuses, extra lives, points, invisibility modes and smart bombs they leave behind, and map your way through the maze-like reef in your search for the first part of the gun.



Oh I do like to be beside the sea... Blam, blam, blam. Cripes! Those flashing sea creatures just won't die unless I find a mega bullet. And where the heck is that piece of gun?

The animation of this mazey shoot 'em up bit is excellently done. Although your craft moves and fires fairly slowly through the deep (s'pose it's realistic) water, the sea creatures are bright and colourful, pretty fast moving and spray out deadly amoeba stuff in all kinds of wild and wonderful patterns. And the feeling that Jaws is always menacingly close is also well conjured up 'cos there you are, floating along, when all of a sudden you hear 'daa dum, daa dum, da dum da dum da dum da dum' and one of the 15 swimmers frollicking foolishly in the sea bites the sand. Cripes! Toggle back to the info screen via the space bar, check out where the attack took place and close the nearest beaches.

You have six men, so you get six lives before finally having to give up your fight. You can play for points or prizes and as there are four levels to map and blast your way through, there's plenty of gameplay here. The graphics are good, the sound (on the 128) is nice, with the Jaws tune and lots of phutty motor boat sounds, and all in all it's a fabbo start for Screen 7. Yes, I like it! Chomp!

final verdict

LIFE EXPECTANCY	GRAPHICS
87°	85°
INSTANT APPEAL	**ADDICTIVENESS**
88°	88°

88°

Diagnosis

A tasty, mazey shoot 'em up game with lots of other elements besides. A biting good game. Buy it!

Sorry 'bout this, piggy, but it had to happen in the end... Crash! Ka-chink! Right, it's off down the arcades for...

SLOTS OF FUN

WITH MATT BIELBY

Hi ho, hi ho, it's down the arcades we go. There are absolutely tons of fab new stuff around this month.

The trainspotters amongst you may notice a couple of changes. For a start, that humanoid root crop Ciaran Brennan has flown the coop. Yep, month after month of high tech entertainment has finally taken its toll on the poor country boy from County Cork and he's gone for a good long rest.

The other change is the scoring — there's still a Convertibility Factor (how suitable it will be for Spectrumisation) but an Overall mark has been added to say how it rates as an arcade machine. Hopefully this will stop the confusion of people thinking I don't like a machine just because I give it a low convertibility mark.

MATT'S CORKY COIN-OP

STRIDER

Absolutely brilliant this one. Strider's a blond Luke Skywalker type, plopped down in the middle of a futuristic Moscow (complete with 'Red' guards and onion-shaped towers), whose mission is to kick in everyone he finds there. It sounds like a very standard platform and ladders shoot 'em up, but — blimey! — if only they were all created with such style.

Strider is armed with a laser sword which he swings in a crescent arc at arm's length. This makes pretty short work of most of the giant musclemen, robot guards and flying droids who attack him, but it's when things get a bit out of hand that you really see what he's made of.

Even under the clumsiest control, Strider can make the most spectacular leaps to safety, just like the heroes of those Japanese kung fu movies. He can climb walls, vault crevasses and cling to most any surface (like Spiderman) where he can attack his enemies. Lumme! There's some imaginative stuff in here (take a look at the members of the Soviet Politburo who merge into a giant hammer and sickle armed monster) plus some great problem solving. It took me a few ten pees to realise how to survive the deadly fireballs that rain from the ceiling after having killed the giant bodybuilder on Level One.

Capcom has come up with a real epic here, and it's no surprise that US Gold has already snaffled it up for release near the end of the year. If it can do the sort of class job here that it did on *Forgotten Worlds*, we should be in for a treat.

Overall: 89°
Convertibility Factor: 8



If the animation doesn't prove too tricky, this'll do the biz for US Gold.



GOLDEN AXE

This one won't set the world alight graphically, but Sega's latest is a very playable multi-level hack 'em up. A cross between a *Double Dragon* style beat 'em up and *Dungeons And Dragons*, it's one of its best releases this year — and not a hydraulic system in sight!

There are three characters to choose from — a barbarian, a dwarf and a female warrior. If you have a pal with you, you can play two of them and fight side by side against hordes of medieval horrors. These bad guys include dragons, knights, skeletons, barbarians, goblins, Uncle Tom Cobbly and all. Mega firepower comes when you knock a goblin jobby off his mutated mount and get to ride it yourself, swiping bad guys with his tail. Should you be lucky you'll get a fire breathing one too. Blimey!

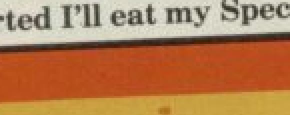
Kick the seedy little dwarfs which occasionaly appear and you can collect blue magic potions off all of them. Effectively, these are smart bombs — throw them high in the air at a particularly tricky moment and you frazzle everything on screen in a huge explosion.

It's gruesome, very playable and a lot of fun.



Grab that horsie! He'll double your firepower (and then some!).

Overall: 81°
Convertibility Factor: 8



If this one doesn't get converted I'll eat my Speccy.

HELLFIRE

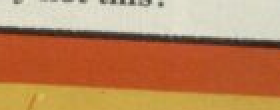
Crikes! A multi-level, horizontally scrolling shoot 'em up! How coin-op people keep coming up with these original ideas I'll never know.

Still, thankfully *Hellfire* does have a new trick up its sleeve. Your ship has a choice of four different firing functions, all of which you access at the touch of a button. You can either blast forward, backward, vertically (to kill those tricky aliens immediately above or below you) or in four diagonal directions. There are your standard power ups to claim along the way, large end-of-level guardians to destroy and all that *R-Type* jazz.

However, what makes it is the firing system. These aliens seem brighter than most, appearing in just the positions you don't want them to.

Graphics-wise it's nice, if showing us nothing new, but it demonstrates once again how hard it really is to get an unplayable scrolling shoot 'em up.

Overall: 78°
Convertibility Factor: 8



Someone has to take the crown of 'Best Speccy Shoot 'Em Up' from *R-Type*. Why not this?

DYNASTY WARS

Although it's another horizontally scrolling beat 'em up, this Capcom newie is rich in eastern promise. Set in ancient Japan, the players (it's another two player jobbie) take the roles of feudal warlords, battling to restore the honour of a lost dynasty. Everyone — except for a few foot soldiers who quickly get trampled and hacked to pieces — is mounted on horseback. Kill a member of the opposition and you might be treated to a glowing orb that upgrades your weapons. You have a power meter (à la *R-Type*) which allows you to vary the strength of each sword and axe stroke depending upon how long you hold down the fire button.

The only thing I didn't like about it was that the mounted characters are large and hard to control. It could get better with practice though, and there's certainly enough spectacle involved here to make it well worth a go. Take a gander at the giant horse warriors at the end of the first level for instance, or at the impressive front end.



Help! I seem to be facing the wrong way. (Never liked geegees much anyway.)

Overall: 81°
Convertibility Factor: 6



I've never seen any good horses on the Speccy — can it be done?

ENFORCE

Imagine *Operation Wolf* as a road game. Well, here it is. This Taito newie puts you behind the wheel of a futuristic fighting machine on a mission to rescue hostages and blow all sorts of tanks, helicopters, soldiers, robots and other assorted nasties away.

You come equipped with two guns, one on either side of the screen, which both aim at central crosshairs. One's a normal machine gun, the other fires glowing blue megabullets. Off you roll (or is it run? — you never get to see what your fighting machine looks like), blasting everything you come across. Occasionally a helicopter flies over with some screaming hostages attached — oops, I just shot them. Oh well.

Every so often you come across massive enemy fortifications which throw everything at you, making the screen very busy. Yikes! I still managed to kill this one though, and the one that comes after it, and the one after that.

It's rare that I bung a quid into a coin-op and find I'm bored of the game before the money's run out. But that was the case with *Enforce*. I gave up for a rest after 25 minutes and still had credits to spare — and it's not just because I'm skill either. It's perfectly competent and very convertible, but personally I've just had a bit much of these *Op Wolf*ish blasters. Ho hum.



Blimey! It's all getting a bit too hot for comfort.

Overall: 72°
Convertibility Factor: 7



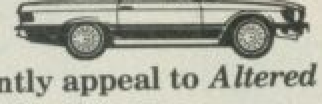
If you're not tired of *Op Wolf* clones, this one adds a new twist.

ACT-FANCER

Can this really be what this game is called? That's the way I read the 'stylised' writing on the cabinet and opening screens, but what's it supposed to mean? Could Data East be the victim of another language mix up, the same fate that befell *Continental Circus* (*Circuit*)?

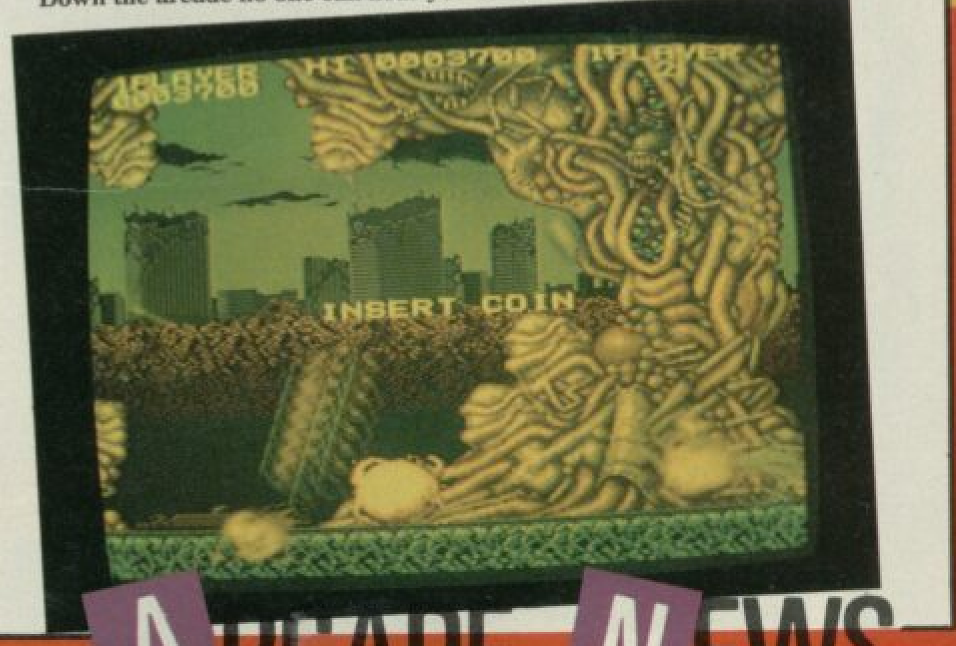
Anyway, what it is is a sort of horizontal scroller, *Altered Beast* for HR Geiger fans — featuring a 'cute' alien insect thingie looking rather like the star of those famous *Alien* films. What he does is jump up and down and fire a spray pattern of bullets as he takes on hordes of similar nasties. The best bit is picking up extra weapons. (These take the form of black balls that bounce into the air from the dead monsters, and which need to be jumped for.) Whammo! You are immediately transmogified into an even bigger beastie, with more mega firepower. Just where this power-upping ends I don't know, but it'll be fun finding out.

Overall: 76°
Convertibility Factor: 7



This juicy scroller will instantly appeal to *Altered Beast*/*Alien* fans.

Down the arcade no one can hear you scream.





Quick! Quick! Change to front firing! Oops! Too late.

ARCADE NEWS

These aren't all the fresh and fancy games I've seen. Others include *Dragon Breed*, a horizontal scroller featuring a little chappie riding a dragon (which looks just like the snakes from Level Five of *R-Type*) and *Prehistoric Isle* — a nice one from SNK with a biplane taking on all sorts of dinosaurs, with cavemen jumping on top of you to slow you down.

Final Blow is an impressive boxing game from Taito, while *Legend Of Hero — Tonma* is a *Super Mario*-like platform and ladders game, but with a child superhero (complete with cape) as its main sprite. Less impressive in the cutie stakes is *Inspector X*, a horizontally scrollin' jungle adventure with a little hero in a helicopter hat who takes on insects, fish and other Amazonian types. Last and quite possibly least comes Taito's *Master Of Weapon*, a singularly inappropriate title for a very average vertically scrolling blaster.

And there we go. I'm all out of ten pees for this month, which is probably a good thing 'cos looking at all those screens has made my eyes go funny. Night, y'all!

Elite/£12.99 cass

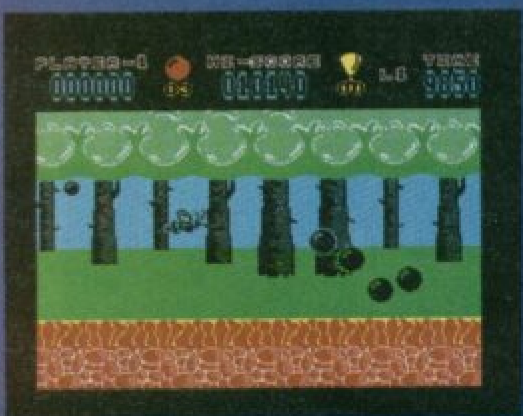


Matt Hmm. Another compilation? What's on this one then? Oh, *Space Harrier* eh? That got a Megagame first time round if I remember right (and I do 'cos I'm Ed). Blimey, so did *Overlander*. And two of the others scored eight out of ten. So, skipping quickly past *Live And Let Die* (the clunker of the set, but still not too bad), let's catch up on *The Story So Far Volume 2*.

Hopping Mad

A simple but addictive little thing this. It's a self-confessed cutie, in which you control a set of four bouncing balls travelling across a horizontally scrolling *Wonderboy*esque landscape. Your balls bounce one at a time in a wave pattern (oo-er) and your job is to lead them safely through the landscape particularly avoiding hazards like hedgehogs, cactii, bumble bees, eagles, sharp rocks and venus fly traps. Blimey! You eat apples for energy and pop any balloons you come across – get ten of the blighters and you're sproinged up to the next level. It's one of those games that, despite only workmanlike graphics, is as addictive as anything – dead easy to get into and almost impossible to put down. You can slow down the forward movement of your inflatable chums, but you can't stop it, so when you've more than one hazard coming at you at once, you're in big trouble, matey. Yep, a birrova corker all right.

'89 Rating: 81°



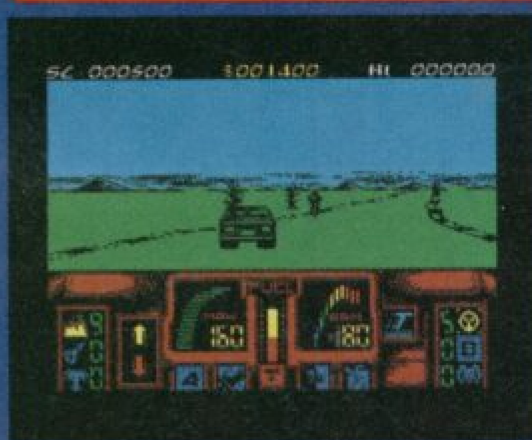
Space Harrier

This is a very fast and frantic little number and a brave attempt at a tricky conversion. You know the one – you play a little flying man with a big gun (great grand-daddy to the 'two cool dudes' in *Forgotten Worlds*), zooming along a chequerboard rolling road (except it's not a road) and blasting everything in your path. Your obstacles take the form of flying dragons, giant stone heads and fire-spitting flowers amongst other 'supernatural phenomena'. Like *Afterburner*, you can't really see what's going on, and it doesn't take too much skill 'cos its totally uncontrollable. Hmm. Still, for all that, it was a totally brilliant bit of programming when it first came out and is still worth having. But with hindsight I wouldn't megagame it.

'89 Rating: 77°







Overlander

Best of '88's road racing games. Your job is to smuggle stuff across country in your souped-up motor. *Mad Max* style gangs on cars and bikes and even grenade dropping mega-trucks get in your way though. Before you set off you must buy some petrol and some of the cheaper weapon add-ons (turbo charger, flame thrower and stuff), though you can add more later on. There's not much more to say. It's your basic rolling road game. It's not that hard (you can't steer off the road and shooting the other cars is pretty straightforward) but it shows how a simple, unoriginal idea can work if well thought out and competently programmed.

'89 Rating: 80°

Beyond The Ice Palace

This is yer standard platforms and ladders jobbie, but it is big (Big! Big!), which is the first thing in its favour. It's also got four way scrolling, big colourful sprites and lots of icky baddies like giant moths, ogres and even a swirly dragon who looks like he's escaped from *Space Harrier*. Weapons-wise you get a choice of a couple of different swords or a spiky ball thing before you start, but can pick up others along the way. Best of these is the 'Spirit of the Wood', a flying face jobby that can be used as a smart bomb. There's lots to it, the only problem being the difficulty level, which is pitched rather hard. Even with ten lives, progress is slow and I kept continually starting again only to get killed a few seconds later. Where's that 'Spirit of the Wood' when I need it? Oh, I've used them all up. Drat. So, to sum up, *Beyond The Ice Palace* – it's pretty tricky, but it's pretty good.

'89 Rating: 85°



Live And Let Die

Last and least, this one may be interesting for its origins (Elite did the programming but Domark donated its James Bond licence and marketing skills), but it really is a very, very ordinary game. Loosely based on the old 007 film, drug baron Dr Kanaga is trying to take over the world and you are sent to stop him. Apparently the best way to do that is to drive up and down four rivers in different parts of the world, shooting everything that moves. Hmm. There are nice touches – like the speedboat hitting a log and jumping out of the water – but the collision detection is a bit iffy, rocks and mines are very hard to tell apart and it gets very samey after a while. The addition of a James Bond licence can't disguise the fact that it's yet another *Road Blasters* clone, and hardly a good one at that.

'89 Rating: 58°



And there we have it. Not too bad at all, though *Live And Let Die* lets the side down a bit. Don't know why the Speccy version is called *The Story So Far Volume 2* though 'cos a) there was never a first volume on 8 bit machines and b) Elite is pulling out of the Speccy market (sniff). So it's more like *The Story Full Stop*. What a shame.

final

LIFE EXPECTANCY	GRAPHICS
75°	80°
INSTANT APPEAL	**ADDICTIVNESS**
81°	74°

Diagnosis

A good compilation and great value. Elite may not have done much for the Speccy lately, but this final bow spells a sad day for Spec-chums.

79° verdict

HARDWARE



■ Spectrum +3 for sale, with Multiface 3, two joysticks, interface, leads, £400 worth of software, mags — all for £300 ono. Contact Hossein on (01) 947 1400. (See, told ya so!)
■ Sega Master System with four games. Worth £170, sell for £100 ono. Phone (041) 770 7530 after 4.30, or write to Allan Jarvis, 134 Letham Hill Road, Riddrie, Glasgow, G33 2SJ.
■ Spectrum +3, under guarantee, with dust cover, Multiface 3, CP/M+ and Mallard Basic manual, games, 007 Transmaster disk utility, tape leads, two Cheetah 125+ joysticks. Sell for £200. Phone (04023) 48690 after 5pm.
■ Spectrum 48K ZX+, two joysticks, ten games, Kempston interface, cassette player, and ten *YS* mags — £50. *(Worth it for the mags alone, I'd say! Ed)*
■ Sell! Sega Master System with *Light Phaser, Rocky, Double Dragon, Thunder Blade, Hang On* and two control pads. Only a few weeks old. Worth £198.95, sell for £150. Phone (0272) 856569.
■ Spectrum 48K, HR5 Printer, Microdrive, cartridges, Interface 1, joystick, Ram Turbo dual port interface, tape recorder, software. Very good condition. May split. Any offers? Phone Wayne on (061) 969 3883.
■ Spectrum 128 with box, very good condition, £200 worth of original software, plus tape recorder, joystick with three interfaces. £150 ono. Phone East Dean (0323) 423092 evenings only.
■ Spectrum +, full set of Input mags, tape recorder, games worth over £350, lightpen, Mother Board, joystick, two port Interface. £125 ono. (0942) 58913.
■ 48K Spectrum. Also two cassette players and some games. Only £65. Phone Paul on (0289) 308318 after 6pm.
■ ZX Spectrum +48K seeking good home. Plus £180 worth of software, mags, joystick, tape recorder and interface. Altogether worth £400, but for you me old china, £250 ono. If you are interested, phone (0222) 564754 anytime!!
■ Bargain! Disciple interface incorporating disk drive, printer, twin joystick, network, thru ports. Manual and starter tape included. Excellent condition. Only £40. Ring (051) 4283348.
■ Spectrum 128K +2 with two Cheetah joysticks, £200+ worth of software and demo tapes, all for £250. Also Spectrum games to be sold separately. Phone (0235) 819741, ask for Gary.
■ Snapshot 2 for sale or swop. Send your offers to me, Tony Hagger, at 71 32nd Avenue, Hull, HU6 9SE.
■ Spec 48K, two months guarantee left, leads, manuals, loads of games, worth over £250, joystick, needs tape recorder. Sell for £99. Phone (0423) 560108, ask for Alex after 4pm.
■ Speccy printer for sale. Two rolls, manual, plus art program. Just plugs in the back. £20. Phone Shoeburyness, Essex 293230 now!
■ Spectrum 48K for sale, good condition, with interface, Quickshot joystick, data 'corder, complete with leads, power pack etc and around 70 games. £70. Contact Tariq on (021) 328 6775.
■ 128K +2 Spectrum, two months old. Plus D with disk drive. Over 500 titles, including *Afterburner, Double Dragon*. Sell for £500. Contact Simon on (01) 550 0496 or write to 26 Earlswood Gardens, Ilford, Essex.
■ 128K +2 Speccy with £350 software, two joysticks, lots of recent games, such as *Robocop* and *WEC Le Mans*. All worth £500, will sell for £250. Telephone Jake on Bristol 323729.
■ +2 for sale, over 120 games, joystick, and loads of mags. Worth around £400, sell for £150. Phone (0334) 74593, ask for Eddie.
■ Spectrum 48K, Kempston interface, two Cheetah Mach 1 joysticks, excellent tape recorder, leads and instructions, £400 of software including *Firefly, Platoon, ATF, Game, Set and Match*. Only £80. Contact Sam *(Cruise? Ed)* Parrett, Woodbridge, Suffolk, (03943) 4818.

SOFTWARE



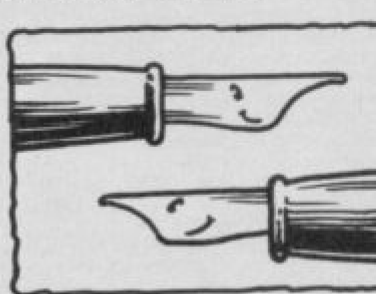
■ Software exchange, £2 membership. Swop unwanted originals. Newsletter every month with over 1,500 games to swop or lend. Send an sae to Chris, 277 Londonderry Road, Oldbury, Warley, Birmingham, B68 4NE.
■ Quiz game for Spectrum +3, 500 general knowledge questions, disk £4. Amazing value! Cheques/POs payable to JA Dowson, 10 Hickstead Close, Hadrian Park, Wallsend, Tyne & Wear, NE28 9YL.
■ Huge amount of software (games and utilities) to swop. Will swop with everybody. My two for your one! *(Oo-er. Ed)* Write to Artur Zeh, ul Paganiniego 7/7, Lublin, Poland.
■ I will swop my *Night Raider, Fernandez Must Die* and *Road Blasters* for any simulation, excluding *Gunship, Acrojet, Afterburner*. I would really like *Spitfire 40* or *ATF*. Send list to A R Thilo, 17 Beech Avenue, Great Stukely, Huntingdon, Cambs, PE17 5AX. All letters replied to.
■ Wanted, *The Pawn* (128K cassette). Will swop for my *Fairlight 2, Trap Door, Sweevo's World* and four mystery budget titles. *(Ooooooh! Ed)* Matthew Hales, Mill Cottage, Kenton Road, Debenham, Stowmarket, Suffolk.
■ Lots of new games to swop, including *Thunder Blade, Indoor Soccer, American Football*. Send your list for mine. Write to Scott Griffiths, 17 Woodstock Street, Hucknall, Nottingham, NG15 7SP.
■ I own a +3 and I'd like to swop programs on disk or tape. Send me your list. I own many new games. Manuel Rodriguez, Avda Burjasot, 22Y-2, Valencia 46025, Spain.
■ I want a map of *Platoon*. I will give you loads of POKEs and two colour maps. Also my *Rambo 3* and *Dizzy* for your *Buggy Boy* or lightpen. Phone (0992) 892019.



Phew! What a scorcher, eh? No, not our Mediterranean summer. We're talking 'bout the steaming hot, suntanned goodies on offer in this month's Inny Outy.

■ Do you want to swop games? If so, write to Christian Mollerstrom, Baron Rogers G 35, 422 52 Hisings Backa, Sweden. Reply guaranteed.
■ From *GAC* to *The Boggit*, arcade, adventure, sports and collections. Goldies, oldies, several mouldies. Send an sae for my list of tapes. Steve, 17 Stanlaw Road, Ellesmere Port, South Wirral, L65 0EY.
■ I will swop my *Road Blasters* for *4x4 Off Road Racing, Motor Massacre* or *Garfield*. Chris Shute, 19 Wynds Covert, Druids Heath, Birmingham, B14 5XW.
■ Help! I urgently need *Daley's Decathlon* (not *Olympic Challenge*). Will swop for *Cobra, Saboteur* and *They Sold A Million 3*. Ring (0484) 863787 after 6pm and ask for Richard Knight.
■ *Tasword 3*, in packaging and hardly used — £10. Phone (05512) 2900 after 5pm and ask for John.
■ Anyone want to swop software from golden oldies to present day? Then write to me, Gary Bolton, at 20 Hounslow Road, Mackworth, Derby, DE3 4BW for guaranteed reply. Write today!
■ I want to swop games. Send your list for mine, to Abel Nata'lio Santos Bastos De Almeida, Vilarinho Cesar, 3700 S Joao Da Madeira, Portugal.
■ Wanted, *Afterburner, Last Ninja 2, Thunder Blade* and *Operation Wolf*. Will swop some recent games. Originals only. Phone (0736) 64254 and ask for Graham, or write to G Parker, Rosehill Manor, Rosehill, Penzance, Cornwall, TR20 8TE.
■ Wanted desperately by hardy +2 owning adventurer, tape versions of *Guild Of Thieves* and *Jinxter*. Will swop recent (non-adventure) games. Contact Andrew on (0978) 860428. Also wanted *Artist II*.
■ Want to swop some games, including *OutRun, 720°, Barbarian* and *Renegade*? Well, send your list for mine. Jamie Moroney, 5 Victoria Road, Cemaes, Anglesey, North Wales, Gwynedd, LL67 0HR.
■ Swop *Nigel Mansell's Grand Prix (What a skill game! Davey)* for *Rampage*. Send to 13 Wordsworth Avenue, Cheltenham, Gloucestershire, GL51 7DY. Originals only please and include an sae.

PEN PALS



■ Penpals wanted to swop games. I've got *Robocop, Dragon Ninja, Afterburner, Last Ninja 2, Batman 2* and many more. Hitul Thobhani, 79 Ashleigh Road, Leicester, LE3 0FD. UK only please.
■ +3 owners, get in touch. Hints, tips and some good PD 8 maps, hundreds of POKEs, some multiface POKEs. Contact Paul, 21 Darwin House, Alder Drive, Chelmsey Wood, Birmingham, B37 7QF.
■ Male aged 13, looking for a very attractive female Speccy owner of the same age. Please send photo. Write to Mark Davies, 20 Heol Yr Eryr, Parcgwenfadog, Morriston, Swansea, SA6 6SR.
■ Hi! 15 year old female wants male penpals 15+ from anywhere in the world. Replies guaranteed of course! Write to Nicky Wisse, 5 The Close, Crosby, Liverpool, Merseyside, L23 3DB.
■ Caring, yet fun-loving 18 year old guy, seeks 17-19 year old female, ready to be swept off her feet. Steve Wheal, 126 Clarendon Road, Southsea, Hants, PO4 0SE.
■ Penpal wanted age 8-12 to swop POKEs, games, maps, plus. My hobbies are computers and stamp collecting. Write to Philip Jeffrey at 34 Warwick Street, South Bank, Middlesborough, Cleveland, TS6 6ID.
■ Male (11) seeks 11-12 year old female. I have got lots of Spectrum games to swop. My hobbies are astronomy and computers. Lee Greenwood, 12 Heemstede Lane, Leamington Spa, Warwickshire.
■ Hi! I am Stu, I am 11 years old. I want a penpal about the same age. My interests are football sims, Subbuteo, music and athletics. Stu Garnett, 13 Hogarth Court, Artists Way, Andover Hants. SP10 3PT.
■ Genetic engineered super male, 19 years old is looking for 18-21 year old females. Will reply to all enquiries (commercial or non-commercial). *(I beg your pardon!? Ed)* All environments catered for. Contact CJ Cross, 1 Albany Terrace, Dundee, Scotland, DD3 6HQ.
■ Wanted, male pen friend aged 13. Interests not important. Please, please, write to Estelle, 5 Elgar Close, Bonnie View, Blackwood, Gwent, NP2 1NP. Include a photo, and hurry up!
■ Hi there! My name is Bruce, age 9, and I am interested in football, swimming and cycling. If you want to be my pen pal, drop me a line at 37 Pilmare Road West, Forres, Morrayshire, IV36 0HN.
■ Wanted! 13 year old male seeks pen pal, male or female, aged 12-14. I like pop music, football and TV. If you write to me I promise to write back. Steven Brand, 87 Fintry Drive, Dundee, Scotland, DD4 9HQ.
■ Would you like pen friends from the potteries? Send 30p for a list of 30 pen pals from Stoke. Include interests and hobbies and contact Neil Ward, 5 Ash Grove, Burton, Stoke on Trent, S13 2AG.
■ If you're a girl between 12 and 14, then write to me, a lonely boy of 13 who needs a pen pal badly. If interested, write to Steve, Mov Det Dortmund/ 70 MC Sqn, BFPO 20. Write soon, and enclose a photo if possible.

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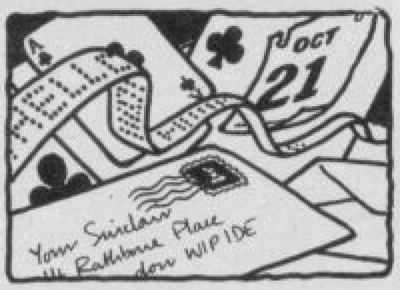
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WANTED



■ Please, please help! Book or pamphlet wanted for Currah U-Speech unit. State price required. Mr Neal, 40 Gelligwyn Road, Morriston, Swansea, SA6 7PR.
■ Please help me out! Desperately wanted, *Knightlore, Sabre Wolf, Atic Atac, GAC, Quill, Robocop*, all for ZX 48K. Please phone Bruce on (0302) 743915. Thank you.
■ Wanted desperately! Original copy of *Cybernoid*. Will swop for *Robocop*. Also wanted, *Double Dragon* for *Rex*. Phone (091) 581 6993, ask for Garry.
■ Wanted, *Skateball*. Will swop for *Cybernoid, Fernandez Must Die, Pacland* or *Beyond The Ice Palace*. Pick any one. Write to 35 Edinburgh Road, Grantham, Lincolnshire, NG3 19QR. Originals only please.
■ Wanted, *OutRun* and *1943*. Will swop for *720°* or *Predator*, one for one. Phone James after 4pm on (0354) 54168.
■ Wanted Cassette 50 for one of *World Games, Tournament Leaderboard, Kung Fu Master*. Originals only please. Also wanted, *1942* or *1943* for any of the above games. Raymond Healy, 66 Meadow Road, Holbrooks, Coventry, CV80 3JJ.
■ Wanted, printer. I'll swop for software. You can choose from over 1,600 titles, including new Spanish and English games. I'll give you 40 or 50 for the printer. Must be in good working order. Fernando Marcelino, Tv Nuno Alvares, No 3, Ric Esq, 6000 Castello Branco, Portugal.
■ Wanted, *Wonderboy*. Will swop two games for *Mask 1* or *2*, or *Paper Boy* and *Nightmare Rally*. Phone Adrian on 207026 after 6pm on Sat and Sun only.
■ Wanted Spectrum 128K and extras. Please write detailing your offer – and the best one gets my money. Write to John Scorfield, 42 Tenbury Crescent, North Shields, Tyne and Wear, NE29 9EP.
■ Wanted, original copies of *Cyberrun, Under Worlde* and *Sabre Wulf*. Write to R Deval, 18 Quickthorn Crescent, Walderslade, Chatham, Kent, ME5 0TL.
■ Wanted, original handbook for ZX Spectrum+. Tel Kim on (0480) 300737.
■ Microdrive unit in good condition. Will swop for *Ultimate Collected Works, Gremlin Ten Great Games II* and a crisp fiver! Write to T Perry, 6 Craigfern Drive, Blanefield, Glasgow, G63 9DP.
■ Wanted, any books on Machine Code and hacking in good condition. Will buy or swop for games. Phone (0638) 660780 after 6pm.
■ Wanted, Multiface 128 with manual. Must be in good condition. Swop for *Robocop, LED Storm, Dragon Ninja, Platoon, 720°, Nigel Mansell* and *Paper Boy*. Please phone Daniel after 6pm on Maidstone 52672.
■ Opus Discovery wanted, swop for *Robocop, Driller, Cybernoid 2, Overlander, WTSS, Hewson's Hits, Tasword 2* plus a few bob! Originals boxed. Also M128 users, write to me to swop games! Dave Rose, 3 Elder Avenue, Abbey Street, Hull, HU9 1LB.
■ Wanted desperately! Issue 18 of *Your Sinclair*. Swop for budget game or dosh please! Must include 'Learn How To Hack' article, so don't rip it out! Phone Simon on (0392) 832534 now!
■ Wanted, Discdrive and Microdrive, plus interfaces for Sinclair 128K +2. Must be in first class condition and South Yorks area preferred. Phone Mr B on (0709) 363948.
■ Multiface 3. Swop for *Last Ninja 2, Renegade 1* & *2, Cybernoid, Bruce Lee, Draconus, Savage, Zynaps*. Phone Tom on (01) 950 6300.
■ Wanted, Spectrum Microdrive cartridges. Used 50p, unused £1/£1.50. Will also swop for budget games. If interested then phone (0624) 76831 or drop me, Paul Downey, a line at Ballacutchel Farm, Mount Murray, Isle Of Man.
■ Wanted, Multiface 128. Must be in good condition with all instructions. Will give *OutRun, Gold Silver And Bronze*, and *Four Soccer Simulator*. Ring Glenn after 6pm on (0234) 741232.
■ I'm looking for a Cheetah Specdrum (for my 48K) with the software and manual. Will pay £20. Write to Calum Benson, 2 Daer Way, Oakmills, Hamilton, Lanarkshire, ML3 9JT, Scotland.
■ Wanted desperato! *Ten Great Games 1, Roller Coaster, Monty Mole* (to load on a +2). Originals please. Offers to S Hall, 96 Northover Road, Westbury On Trym, Bristol BS9 3LH.
■ Wanted! *The Biz* by Virgin. Will swop for new games or old. Many titles to choose from. Contact Alan Saunders on (0290) 52792 or at 39 Barskimming Road, Mauchline, Ayrshire, Scotland, KA5 5DR.
■ Wanted, +3. Swop for cash or +2 and 48K with games, joystick etcetera. Also +2 for sale with black and white TV, joystick and games. Contact Simon Harris, Fern Villa, Recreation Road, Stalham, Norwich, Norfolk, NR12 9BH or tel (0692) 80783.
■ Wanted! *Monopoly, Cluedo*, or *Fruity*. Will swop for *Gunship, Nigel Mansell's Grand Prix* or Trojan light pen (+2). Originals only. Write to K Nicol, 63/6 Gilmerton Dykes Street, Edinburgh, EH17 8PP.
■ Wanted! *Scuba Dive* and any management games. I will buy or swop. Contact Martin Watson on (0432) 267933 or write with full list to 21 Whitehorse Street, Hereford, HR4 0EP.

MESSAGES AND EVENTS



■ *Night Strike*, new reflex game, plus *Nerd*, a comedy adventure. Both for £3. Send PO/cheque to Robert Hunter, 21 Englefield Close, Kingston Park Estate, Newcastle Upon Tyne, NE3 2TR.
■ If you want to join a great club for your computer, then send an sae to MH, YS, 19 Cedar Court, Ashgrove Road, Aberdeen, AB2 5BJ.
■ Got a Multiface 128? Want to transfer 128K games onto m/d cartridges, since one alone is too small? Then send the program (original copy or copy made using M128's option) with two cartridges and cheque/PO for 50p, to P Kecskemety, 95 Penton Drive, Cheshunt, Herts, EN8 9RU. Add 40p for each additional 128K game, send an sae for further details.
■ *On The Pitch!* The new football PBM with a difference. All divisions, cups etc. Also with championship promotion, top goal scorer prizes! 92 teams needed soon! Tell your friends, *OTP* is coming.
■ POKEs... 70 ready to load, including *Vindicator, Operation Wolf, R-Type, Roadblasters, OutRun, Savage, Rex* and more. Send £2 cash/PO, C 90 tape, and an sae to D Foskett, 155 Turnpike Drive, Luton, Beds, LU3 3RB.
■ I have over 1,000 POKEs, maps, hints, tips, cheats and more. Send £1 with an sae for complete booklet, which contains list of games, and a few extras. Send to Mark Crump at Shaldon, Old Mold Road, Caergwrle, nr Wrexham, Clwyd, LL12 9HA.
■ *Division One*. Football PBM, newspaper reports, the lot. Name your own side, cash prizes. Cost £1 start, 50p per turn. M Schutz, 24 Alexander Avenue, Enderby, Leicester, LE9 5NA. Hello, Neil Howes.
■ *Clash* – the 99% meat PBM wargame with 1% diplomacy, strategy, and economics. Turns now only £1 monthly. Send a sausage to *Clash*, Sunnyfield Cottage, Station Road, Langworth, Lincoln, LN3 5BD.

FANZINES



■ Free! Issue one of *FSS* if you send a cassette and stamp. Issue two out now! 50p with a cassette and stamp. 100+ pages, 25+ reviews, screenshots, *Batman II* solution. Paul Sherwood, 1 Hambedon Cresc, Loughborough, Leices, LE11 2SX.
■ Buy *Spectacular* 'cos it's so ber-illiant that you'd be crazy not to! Only 25p with a decent sized sae from Rich Pelley, 32 Abbey Road, Westbury On Trym *(Is that near Tickle On The Tum? Ed)*, Bristol, BS9 3QW.
■ *Micro Monthly*, new fanzine, out now and only 75p! Send us your dosh now please, plus an sae. Write to 7 Acorn Close, Cuddington, Northwich, Cheshire, CW8 2NX.
■ Out now, the new Spec/FRP games mag called *Flashpoint*. Cassette with four games in number one, plus reviews, news and a free FRP game for one RPG. £3 to Paul Dixon, 21 Kendal Parks Road, Kendal, Cumbria, LA9 7NQ.
■ *Sinclair System*, the new fanzine with free video and computer games reviews. Free tape with issue one, with over 50 multiface/non multiface POKEs on it! Plus maps, tips and more! Send £1 cheque and an sae to K Smith, 11D Scotscraig Court, Ardler, Dundee, Scotland, DD2 3SJ.
■ *Blast!* issue two. More colour, bigger and better reviews, previews, news. Free prize draw and a colour poster! Send 80p cheque/PO to C Fleming, 5 Chiltern Drive, Hopton, Mirfield, W. Yorks, WF14 8PZ.
■ *Spectre* and *Restart*, two great fanzines in one, for Speccy and Sega owners, and PBMers. For issue two, send 40p plus a 22p stamp to Jonathon Bell, 26 Chaffers Head, Ashtead, Surrey, KT21 1NG.
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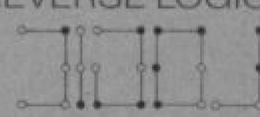
LONELY HEARTS



■ Lonely 12 year old male seeks 12 year old female. I have over 100 Speccy tapes. Please enclose photo. Contact S Harrison, 43 Pipers Croft, Dunstable, Beds, LU6 3JZ.
■ Lonely 14 year old girl is in need of a male! Send a photo. All letters answered, hurry up! Write to Sara Caris, 83 Telscombe Way, Luton, Beds, LU2 8QP. Bye!
■ An attractive 16 year old brunette seeks a hunky, intelligent guy who is 17 to 19 years old. Please send a photo to Yvonne, 8 Keats Drive, Towcester, Northants, NN12 7LT.
■ Sexy 15 year old male seeks relationships with good looking females age 14+. Interests include computing and Dire Straits. Contact Mark at 9 Cae Sarn, Cwrtnewydd, Lampeter, Dyfed, Wales. Enclose photo.
■ Thoughtful 18 year old bloke, into poetry and classical music, seeks loving relationship with female of similar interests. (Only the lonely, please!) *(Only the lonely... Davey)* *(Shutup! Ed)*. Matt Puzey, Elm Lodge, Lodge Lanes, Wraxall, Bristol, BS19 1BQ.
■ Needed! 16 year old male seeks loving relationship with 14+ female. Hobbies include swimming and socialising. If interested, please contact David at Dyffryn Duar, Llanybydder, Dyfed, Wales. Please send a photo. All letters answered.
■ I'm a lonely 18 year old girl, seeking males 17+. I like music and the cinema. All letters replied to. Lorraine Strang, 10 Kilmuir Crescent, Arden, Glasgow, Scotland.
■ Hi there girlies! Fancy writing to an intellectual, handsome, faithful, modest lad aged 22? All letters answered. Licensed to thrill! So what are you waiting for? Get writing to Ralph Bulmer, 51 Shakespeare Street, Southwick, Sunderland, Tyne and Wier, SR5 2JX.
■ Lonely 16 year old male seeks 15+ female from Co Durham area. Interests include camping, fell walking, music, computers and having fun. All letters answered, and don't forget a photo please. Andrew Gilyeat, 14 Ida Place, Newton Aycliffe, Co Durham, DL5 4QA.
■ Hunk of a guy, aged 14, seeks Kim Wilde lookalike of same age. Has loads of girls dying to go out with him, but seeks more adventure. *(Have you tried Mike Gerrard? Ed)* Contact Cool Dude, 31 Higher Glen Park, Pensilua, Liskeard, Cornwall, PL14 5QR.
■ Please! 12 year old boy seeks kind female aged 12+. Interests include music, cinema, poetry and computers. Send photo please to Daniel, 39 Hopwood Street, Barnsley, S. Yorks, S70 2BS. Tel (0226) 202199.
■ Wanted. 12 year old boy seeks a girl about the same age who likes music, computers, and fun. (Hurry!) All letters answered. Write to Charles McGarry, Beechcourt, Passage West, Co Cork, Ireland.
■ Lonely 12 year old male, seeks 12 year old female. I have over 100 Speccy tapes. Please enclose photo. Contact S Harrison, 43 Pipers Croft, Dunstable, Beds, LU6 3TZ.

PUZZLE PAGE ANSWERS

REVERSE LOGIC

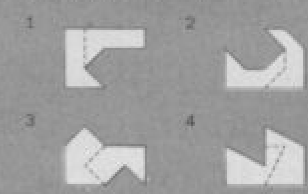


Well, if you had read the title, you'd realise we were asking for reverse LOGIC!

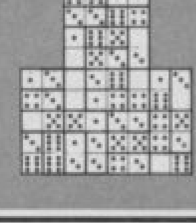
SECONDS OUT

There are 12 seconds in a year, January 2nd, February 2nd, March 2nd... (groan!).

SHARE OUT



MAKING ARRANGEMENTS



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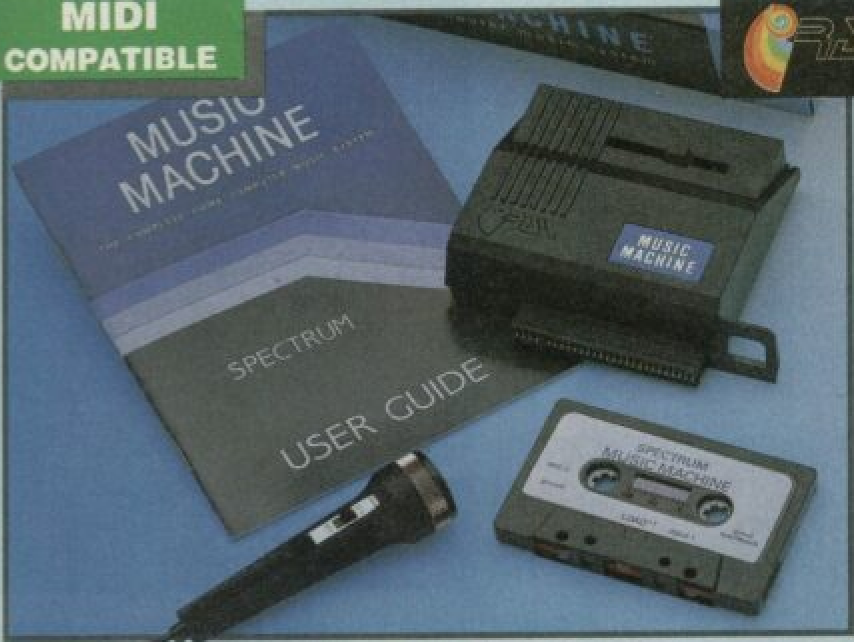
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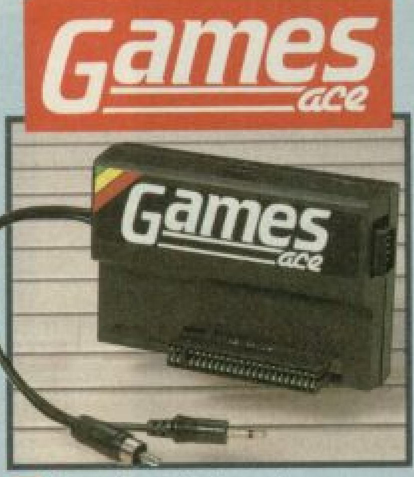


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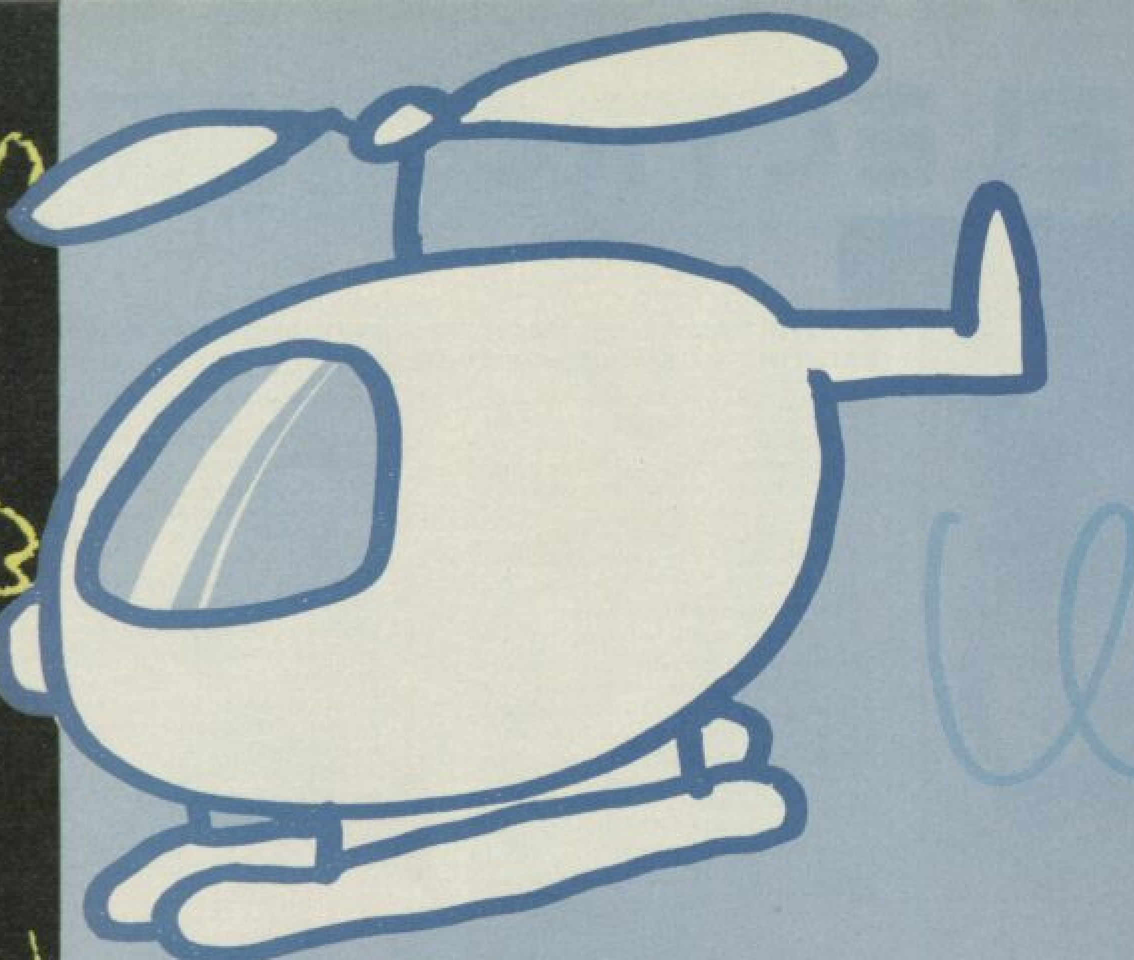
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Corks — that extra weapon up there costs 400 credits
American Express? No, I don't think so.



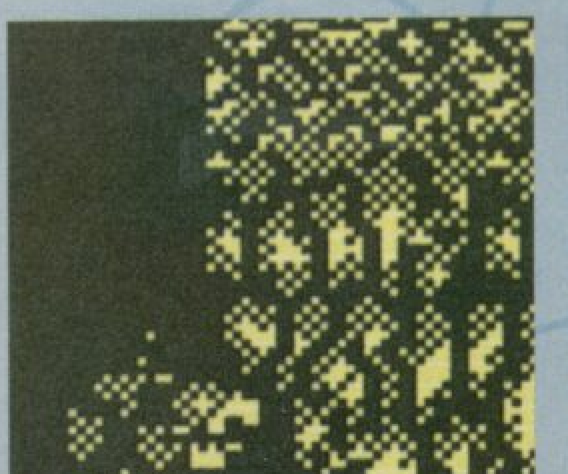
Blimey, it's a giant end of level thingummebob. Here's
heat seeking missiles)!



Firebird/£9.99 cass/£14.99 disk

Dunc Yahoo! A game with helicopters in it! You know what that means, don't you – it means that I can make loads of 'helicopter' jokes, saying things like "It's a really big chopper" and then adding heaps of "oo-er"s. Brilliant. And I can make jokes about crap helicopter 'fly-boys' like Ian Botham, Noel Edmunds, Barry Sheene and, of course, Mike '9.8 metres per second squared' Smith (the wonderpilot)! What other things can I do, methinks? *(You could get on with the blimmin' review for one. Ed)* Oh.

Mr Heli is a coin-op conversion, essentially a left/right/up/down scrolling shoot 'em-up in which you play a massive chopper (oo-er) – except it isn't massive at all, it's quite a tiny one, about two by two character squares big. The idea is very simple – you've got to negotiate the cavernous maze-like screens while shooting everything that moves and collecting the 'crystals' which serve as dosh. With these you can upgrade your weapons in the 'shops'. What do you mean "Slow down, slow down"? It's all really quite straightforward. I'll start again.



"Negotiate the cavernous maze-like screens." That's obvious enough – there are loads of tunnels, and you have to move your helicopter through them, be it up, down, left or right – depending on which way the screen happens to be scrolling at the time.

"Shoot everything that moves." Um, I can't really make that any more obvious than it is, but I'll have a bash. Um, fire all your, erm, weapons at anything that, erm, doesn't remain, erm, stationary.

"Collect the crystals which serve as dosh." Right, that could do with a bit of illumination, I suppose. Everywhere you travel in this subterranean labyrinth you'll see little blocks. Sometimes there are a whole load of blocks bunched together, and sometimes there are just two or three – but they're scattered all over the shop, and what you have to do is shoot them. Having been shot, a box will release a large 'crystal' (except in some cases it won't – I'll get to that). These 'crystals' then float downwards and settle on the floor, unless there's no floor, in which case they float off the bottom of the screen and out of reach. Each time you catch a 'crystal' (not hard to do – almost impossible not to, actually) your dosh rating bar (top centre of the screen) is zoinged up by 100 credits and you begin to have purchasing power.

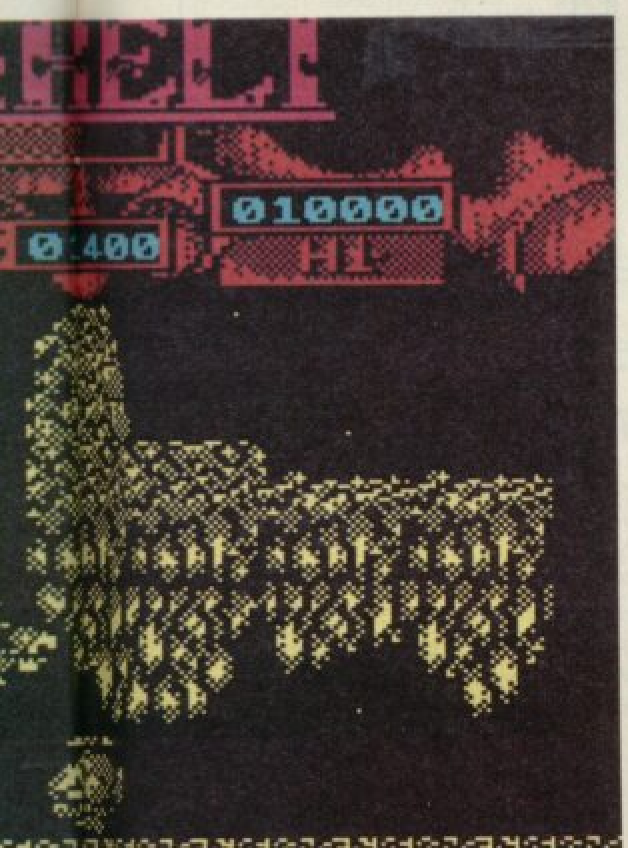
"You can upgrade your weapons in the shops." Right! You know I said that some of the boxes didn't release a 'dosh crystal' when shot? Well, that's because some of them are in fact 'shops'. Shooting them produces an icon with a picture of a weapon and a price emblazened on it – a bomb with the price 400 for instance. Touch this icon and, presuming you have enough cash, you will be credited with this extra weapon and therefore have the added firepower to progress further, kill more nasties, collect more crystals, buy more weapons and thus progress further. Kill more nasties, collect more crystals, buy more weapons and thus progress further. Kill more....... hey, I could turn this into an infinite reading loop. (*But you won't. Ed*) Erm. Anyway, there's a myriad of nasties to be avoided – some of them drain your energy, some of them just get in the way and some of them actually nick all the lovely weapons you've bought (the blighters). Fight through miles and miles of tunnels and you'll be confronted by the end-of-level nasty. It's big and it's bad and it's almost as



dits and old skinty-breeks here has only got 200.



ere's mud in your eye, chum (not to mention several of my



MR. HELI



indestructible as Captain Scarlet – but eliminate it and it's time to move up a level (of which there are four).

Mr Heli is converted from one of those cutesy, colourful Japanesey coin-ops (you know, where everything – humans, machinery and animals – all look like Marine Boy). And yes, the graphics on the Speccy are cutesy too. But there's one thing that's missing – colour! Now I don't normally whinge about games coming out in monochrome, but I really do feel that this one could have done with some (even a lot of) colour to lend it more atmosphere. The caverns and nasties have too much of a 'squarey' feel to them. Another grumble is the 'difficulty spread'. I found that it was rather easy to get to the end of the levels – but maybe I'm just too skill for my own good.

Anyway, it's not all gripes. *Mr Heli* is a bloomin' addictive little sausage and it's also very big (big, big, big). *Heli*shly big in fact! Ho ho. Oh drat – I forgot to insert my helicopter 'jokes'. Here's one before I go. What's the difference between a helicopter and Anneka Rice's bottom? (*I don't really think they want to know. Ed*)

final

80
60
40
20

LIFE EXPECTANCY 80°

GRAPHICS 75°

INSTANT APPEAL 88°

ADDICTIVNESS 80°

Diagnosis

Very playable four way scrolling shoot 'em up and buy-extra-weapons-as-you-go type game with a cutesy Japanese feel. Shame about the lack of colour though!

83° **verdict**

YOUR SINCLAIR class

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f-SHOCKS

We're all going on a summer holiday, no more worries for a week or two... 'cept which factor sun cream to pack, who to send a postcard to and, most important of all, what'll be *the* Speccy games to watch out for when we get back...

Garfield – A Winter's Tale

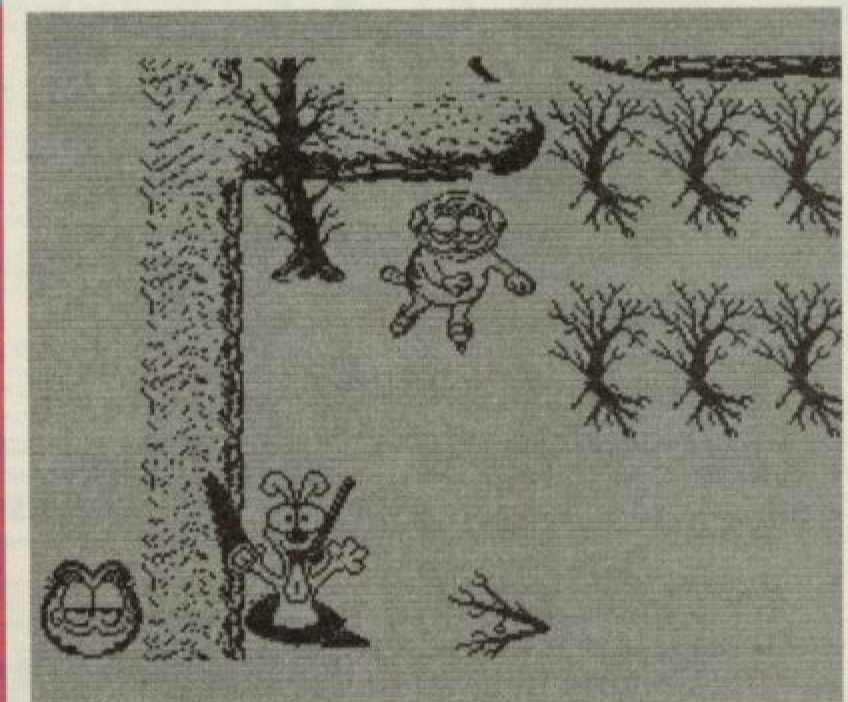
The Edge

Brrr! It's a chiller! While we're all here baking in the sun, squirting on the ozone friendly insect repellent, our feline friend Garfield is only donning his flourescent ski suit and heading off into sub zero temperatures in Switzerland!

Yes, he's back. He's fallen asleep in front of the fridge, and the cool air seeping through into his subconscious is making him dream of Strawberry Splits. (*No it's not. Tell the truth. Ed*) Okay, okay, he's dreaming of the cool, ice-capped Alps. Why? 'Cos just around the other side of those famous mountains is the largest lasagne factory in the world. And Garf's heading straight for it... on skis!

In *A Winter's Tail* Garfield finds himself in the land of nod, battling through four sub games as he scours Europe for his favourite nosh. He skis down the Alps, puzzles his way through the lasagne factory, searches a chocolate factory, skates across a lake and works his way through a Swiss village. And all because he lurves lasagne and chocolate!

He'll be in your shops soon, and the damage John? £9.99 on cassette and £14.99 on disk.



Garfield – A Winter's Tale

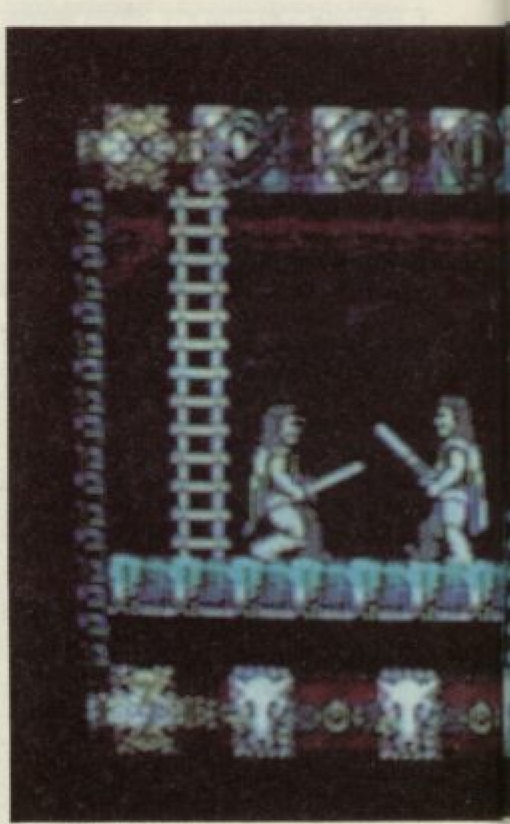
Lone Wolf – The Mirror Of Death

Audiogenic

Mirror mirror on the wall,
Who's the fairest of them all?
Is he thin or is he fat?
Does he wear a bowler hat?
Perhaps he looks just like a tree,
But no I thought, 'cos it must be me!

Coo! This latest from Audiogenic sounds like it's going to be a goodie. Time for you to go on a quest. Where to? To the sinister tower fortress of Kazan-Gor, that's where. Worse than Castle Rathbone it is.

You play Lone Wolf, the last Kai Master, who's off in search of the Lorestone, the Kai gem of power. It's hidden somewhere within the walls of Kazan-Gor, and, if you can retrieve it, you'll restore the Kai to their former glory. But beware, 'cos the gem is guarded by the Mirror of Death, a spooky jobbie which creates an evil alter ego of any person who dares to look in it. Yikes! No adventurer who has entered the tower of Kazan-Gor has ever escaped alive. Will you? You'll have to fight your way past the death pits, firespitting Daemonaks and other deadly demons, as well as the Mirror of Death. Watch out for *Lone Wolf*. It's sure to be a howling success.



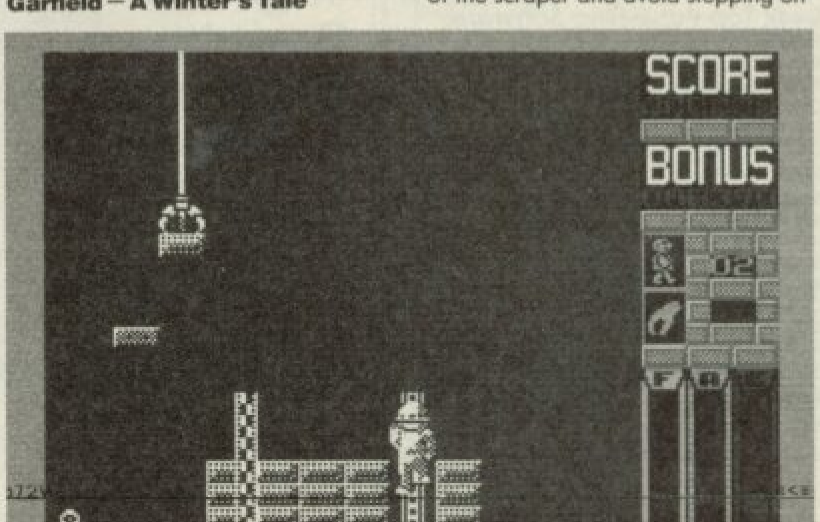
Lone Wolf

High Steel

Screen 7

'Oi am a male chauvinist with low waist jeans dat show me bottom. Hwat am I? Dat's right, oi ahm a hoigh flyin' billdin' soight werker!' And that's what you'll be too when you play *High Steel*, the latest release from Screen 7. It's a new platforms and ladders number, which has you building an enormous sky scraper. There you'll be, six floors up, dashing about 'on top of the world' as The Carpenters would have it. Mind you, when you're galloping along a really high girder, the last thing you should do is 'look down on creation'.

Fortunately you have more pressing matters to take your mind off your dizzyingly high predicament! Like who's chucking those rather hard bricks at you from above, how you're going to build the next floor of the scraper and avoid stepping on your work mate's sarnies. And as if your task wasn't hard enough, there are also the dreaded metal munching gremlins, spitters and crawlers out to hinder your progress. No wonder Robert McAlpine got a knighthood! Out sooner than you can wolf whistle and sink a pint.

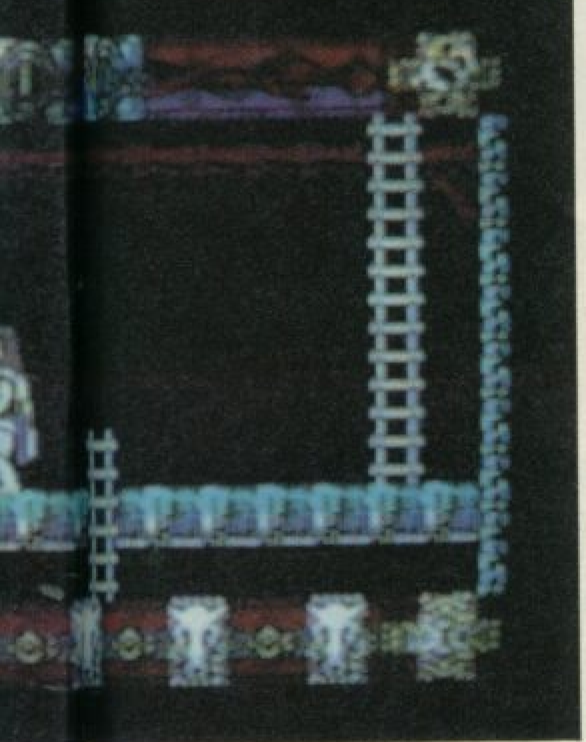


High Steel

Passing Shot
Image Works

Tennis, eh? The game of kings. What would Wimbledon be without it? Famous only for its wombles, we'll be bound. But thanks to the popularity of the gentle plip plop of squashy white balls against the cat gut, Wimbledon's risen to the status of world famous suburb.

Seeing what tennis has done for



Wimbledon, it was only a matter of time before the software houses cottoned on and decided to see what tennis could do for them. And *Passing Shot* from Image Works is the latest spiffo tennis game to hit the courts.

Converted from a Sega coin-op of the same name, *Passing Shot*'ll let you play in a singles or doubles Grand Slam season. You'll travel across the world (Coo! They get everywhere these tennis chappies!), playing on grass and clay, serving your devastating slice, lobs and spins left, right and centre court.

Passing Shot'll be in your shops soon. Anyone for tennis?





Altered Beast
Activision

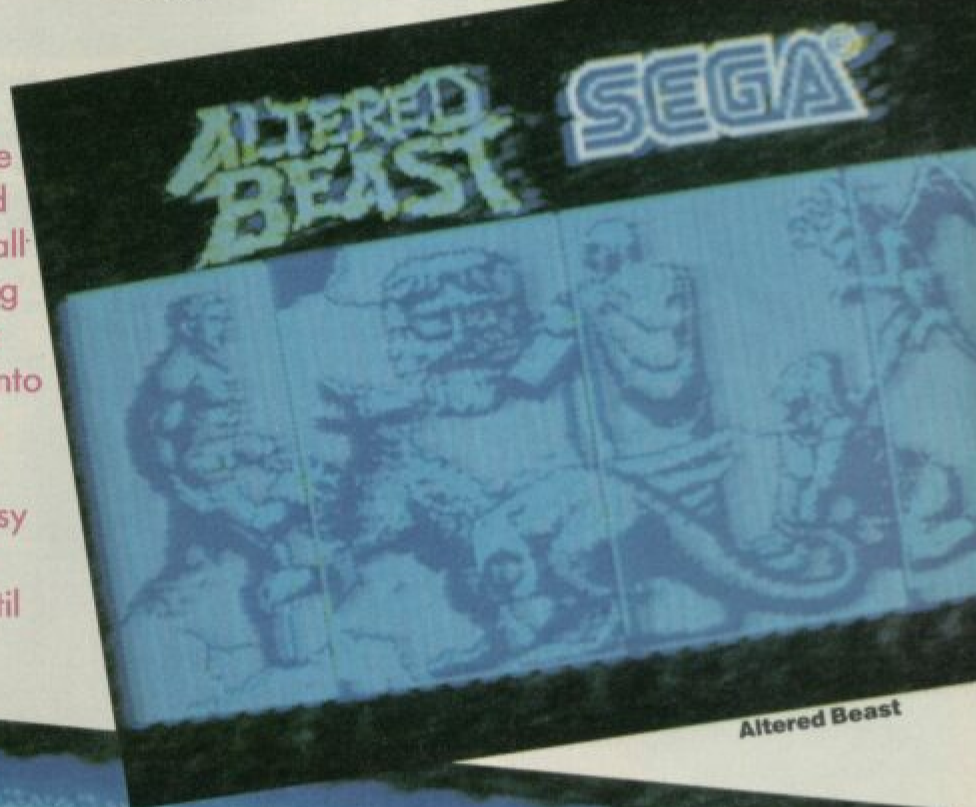
Chums, Italians and Speccy owners, lend us your jugs and listen to this. Activision is bringing us yet another Sega coin-op conversion. *Altered Beast,* set in the lands of the Roman Empire, is a million miles away from the pinball tables of its last release.

You play a deceased Roman gladiator who's been woken from his eternal rest by the kidnapping of his daughter. Spook! Up you get from the grave in an effort to kick and punch your way past all the monsters, collecting power balls as you go which transform you into a bigger and meaner gladiator.

But you can rest easy a while, 'cos *Altered Beast* isn't due out until later in the year.



Altered Beast



Altered Beast



Altered Beast



Rodeo Games

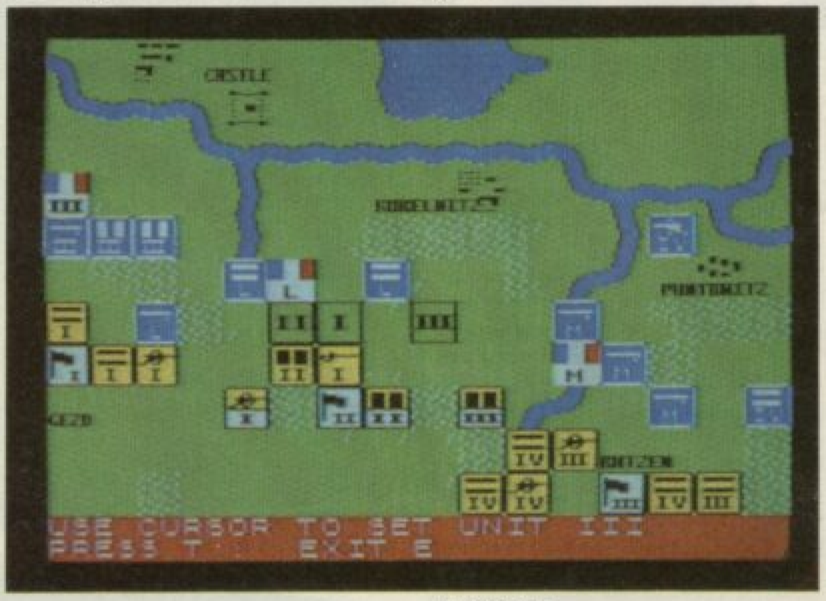
Tynesoft

YEEE-HAH!! Pardners, dagnabbit, and awaay tha lads! (*What? Ed*) Well, it is the rootin' tootin' shootin' newie from them varmints at Tynesoft, deep in the Wild North East. Yup, tastier than a bowl of Golden Nuggets, *Rodeo Games* will comprise six sub games based on a Wild West theme. (*As if we hadn't guessed! Ed*) There's trick shootin', calf ropin', bronco ridin', steer wrestlin', and a bit where you chase a stage coach for the rather dubious pleasure of fightin' an Injun on top of it! Wanna see how it plays? Then check out our playable demo on this very ish! Good ain't it? Big sprites, nice and colourful, available soon!!

Austerlitz

CCS

Ten-shun! 'Cos it's time to tool up for battle in the latest war game from CCS. Forget your *Exocets*, *Sidewinders* and *Mavericks* — it's swords, muskets and pikes in this game.



Austerlitz

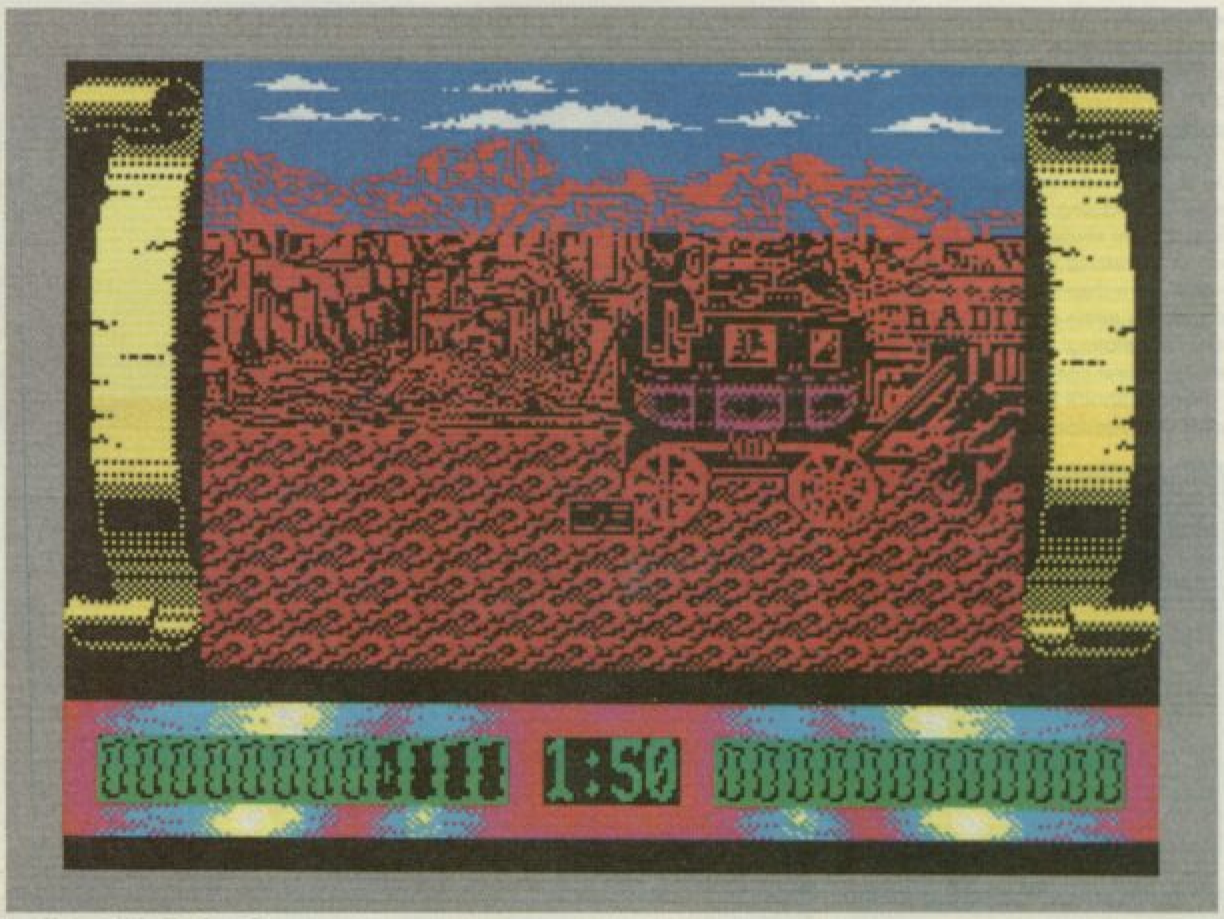
Set in 1805, *Austerliz (Isn't that a station in Paris? Ed)* lets you re-enact the duff-up between Napoleon and General Kutusov. In the real thing, it was ol' Boney who won the war, but in this, you get to play either the Frenchies or the Austro-Russians — so you could re-write history! Coo!

Austerlitz should be force marching its way into your local games emporium any time now.





Austerlitz



Buffalo Bill's Rodeo Games

That's your lot for now, thrill fans. Comin' at ya next month — *The Untouchables* (Ocean), *Black Tiger* (US Gold) and much, much more. Why it'll be so chock-a-block you'll need sedation.

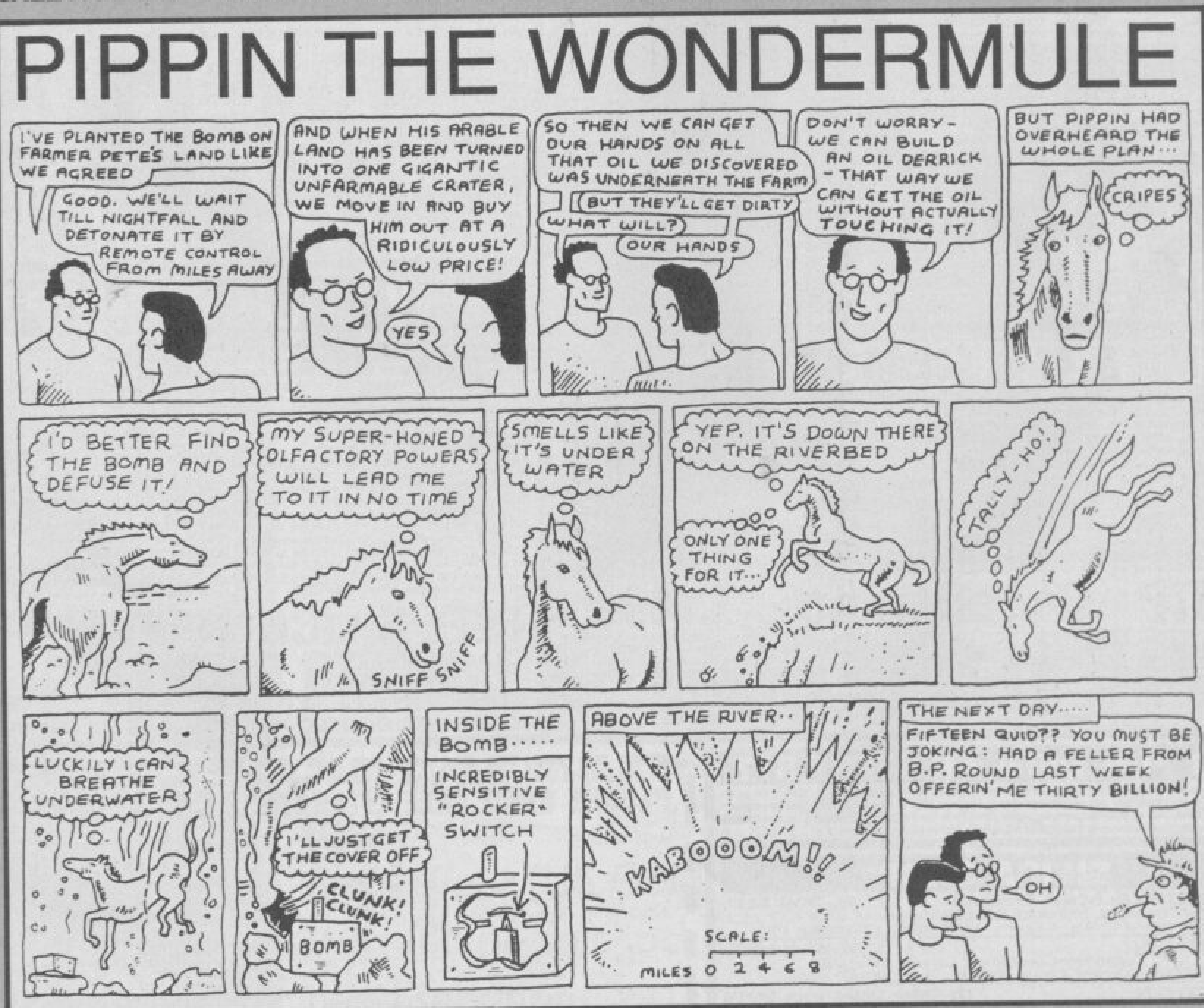
ALL WILL BE REVEALED

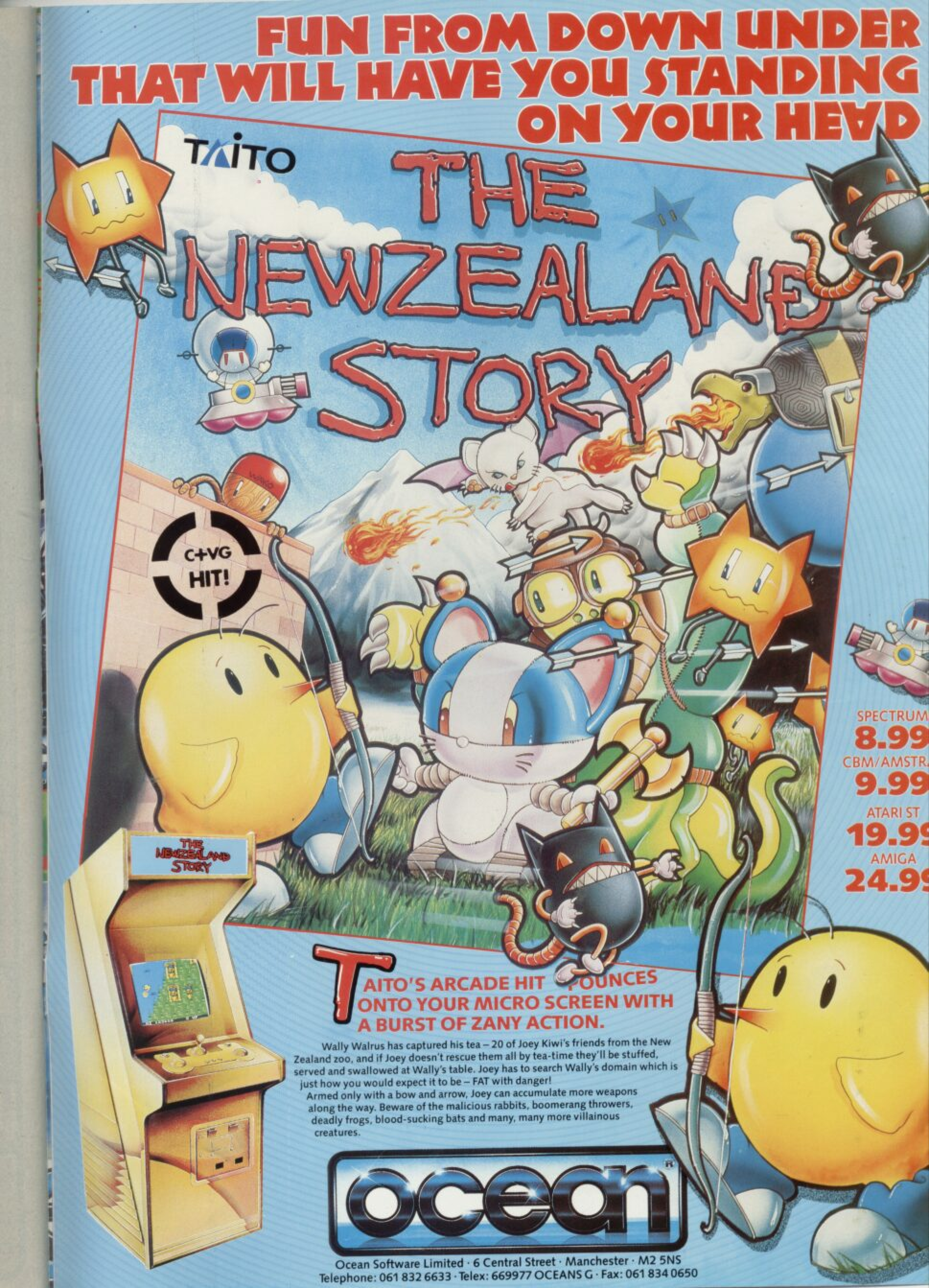


NEXT MONTH IN YS!

YOUR PHEW-WHAT-A-SCORCHER, SUPER-SIZZLING SUMMER ISSUE OF YS — ON SALE AUGUST 16th! IT'S A CRACKER!

- **Want the latest lowdown? We've got the most exclusive Megapreviews of the hottest new games!**
- **Catch up on all the new shoot 'em ups, beat 'em ups and round 'em ups! Full colour reviews and previews, brilliant budgets and the *YS* guarantee that all games reviewed are fully finished products. What've we got? We've got the lot.**
- **Check out the new *YS Superstore*. We've got the raddest kit to hit the streets ever. New mugs, haversacks, a Tip-O-Fax to keep all your *YS* Tip Cards in and even a soopa doopa T-shirt! Dress the *YS* way. It'll make you look so hot the International Rescue Sun-Probe mission will seem like a 'groping around in the bottom drawer of the freezer to find that elusive bag of frozen peas' session. (*Eh!? Ed*)**
- **Ooh! And find out what happened when *YS* starred on TV for a day. We spill the beans about our appearance on ITV's *Ghost Train*. Ugh! Worra mess!**
- **PLUS We've got the skillest cover-mounted cassette ever lined up in the history of *YS* which includes**
- **A fabby full price game!**
- **A playable demo of a fantastic new release!**
- **A brilliant Speedlock hack from maestro Graham Mason!**
- **And an exclusive first cover mount of the infamous *Advanced Lawn Mower Simulator*. The perfect game for the summer months!**





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A CRASH SMASH – CRASH.
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"The graphics are great with fast flowing backgrounds and smooth, speedy sprites. I now know what I would do if the five minute warning went off ... I would play S.D.I." F.A.B – COMPUTER GAMES WEEK.
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